Vray 白膜 rendering 完整教学

from: Chyi

Step 1: 打开老师给的 “家装部分”文件夹

-8- 家装部分(FromMsWang)

File Home Share View

Pin to Quick access | Copy | Paste | Cut | Copy path | Paste shortcut | Move to | Copy to

Clipboard

This PC › Data (D:) › -8- 家装部分(

Name | Date modifie

1客厅 简约风格 7/1/2019 2:10
2客厅 北欧风格 15/10/2018 1:
3客厅 美式风格 15/10/2018 1:
4客厅 中式 东南亚风格 15/10/2018 1:
5客厅 欧式风格
6客厅 田园地中海 15/10/2018 1:
7餐厅 厨房 15/10/2018 10
8卧室 简约 北欧 15/10/2018 10
9卧室 欧式 美式 15/10/2018 10
10卧室 中式 15/10/2018 10
11儿童房 书房 15/10/2018 10
12玄关 过道 卫生间 地下室 娱乐室及其它 15/10/2018 10

打开

12 items 1 item selected

5客厅 欧式风格

File Home Share View

Pin to Quick access | Copy | Paste | Cut | Copy path | Paste shortcut | Move to | Copy to | Delete | Rename | New folder | New item | Easy access | Properties | Open | Edit | History | Select all | Select none | Invert selection

Clipboard | Organize | New | Open | Select

This PC › Data (D:) › -8- 家装部分(FromMsWang) › 5客厅 欧式风格

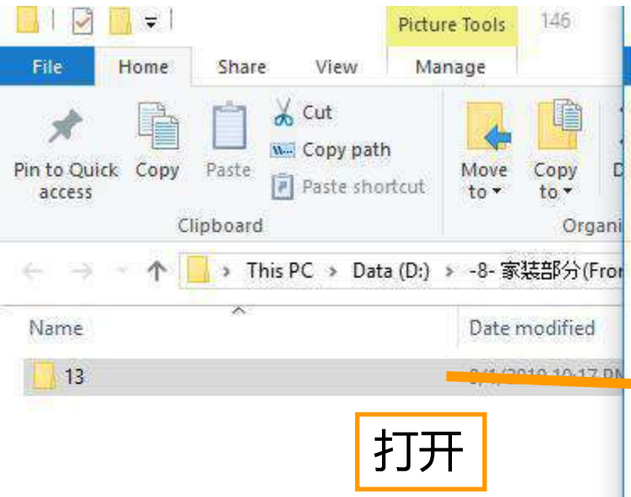
Search 5客厅 欧式风格

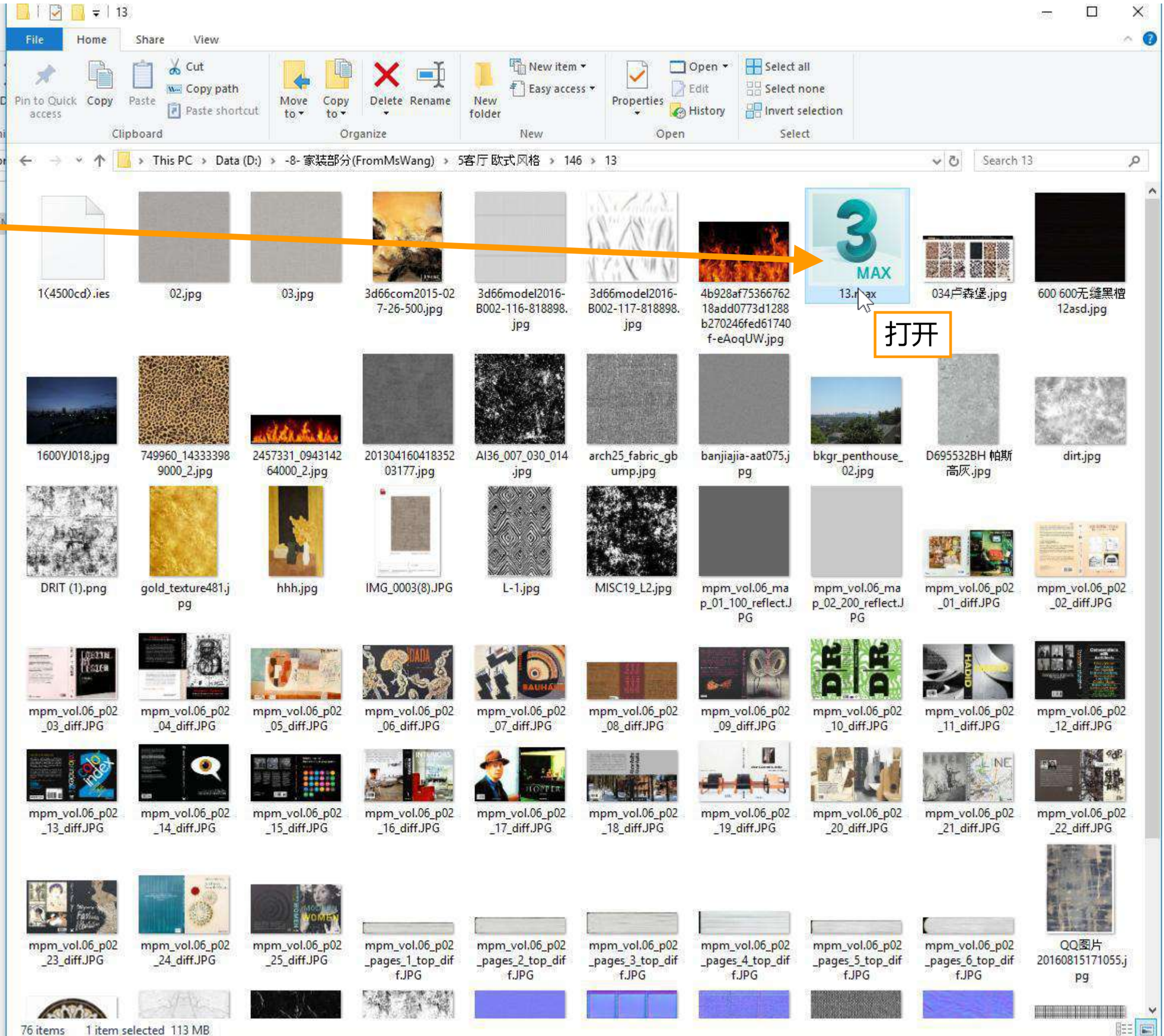
144 146 147 148 149 150 151 152 153
154 155 156 157 158 159 160 161 162 163
66 167 168 169 170 171 172 173

根据号码来 preview 照片

144.jpg 145.jpg 146.jpg 147.jpg 148.jpg 149.jpg 150.jpg 151.jpg 152.jpg 153-1.jpg
153-2.jpg 154.jpg 155-2.jpg 155-3.jpg 156-1.jpg 156-2.jpg 157.jpg 158-1.jpg 158-2.jpg 158-3.jpg
159.jpg 160.jpg 161.jpg 162.jpg 163.jpg 164.jpg 165.jpg 166-1.jpg 166-2.jpg 166-3.jpg
167-1.jpg 167-2.jpg 168.jpg 169.jpg 170.jpg 171.jpg 172.jpg 173-1.jpg 173-2.jpg

69 items 2 items selected


Picture Tools
146
File
Home
Share
View
Manage
Pin to Quick access
Copy
Paste
Cut
Copy path
Paste shortcut
Clipboard
Move to
Copy to
This PC
Data (D:)
-8- 家装部分(Fro
Name
Date modified
13
打开


13
File
Home
Share
View
Pin to Quick access
Copy
Paste
Cut
Copy path
Paste shortcut
Clipboard
Move to
Copy to
Delete
Rename
Organize
New folder
New item
Easy access
New
Properties
Open
Edit
History
Open
Select all
Select none
Invert selection
Select
This PC
Data (D:)
-8- 家装部分(FromMsWang)
5客厅 欧式风格
146
13
Search 13
1(4500cd).ies
02.jpg
03.jpg
3d66com2015-02 7-26-500.jpg
3d66model2016-B002-116-818898.jpg
3d66model2016-B002-117-818898.jpg
4b928af7536676218add0773d1288b270246fed61740f-eAoqUW.jpg
13.max
034卢森堡.jpg
600 600无缝黑檀12asd.jpg
1600YJ018.jpg
749960_143333989000_2.jpg
2457331_094314264000_2.jpg
201304160418352 03177.jpg
AI36_007_030_014.jpg
arch25_fabric_gbump.jpg
banjiajia-aat075.jpg
bkgr_penthouse_02.jpg
D695532BH 帕斯高灰.jpg
dirt.jpg
DRIT (1).png
gold_texture481.jpg
hhh.jpg
IMG_0003(8).JPG
L-1.jpg
MISC19_L2.jpg
mpm_vol.06_map_01_100_reflect.JPG
mpm_vol.06_map_02_200_reflect.JPG
mpm_vol.06_p02_01_diff.JPG
mpm_vol.06_p02_02_diff.JPG
mpm_vol.06_p02_03_diff.JPG
mpm_vol.06_p02_04_diff.JPG
mpm_vol.06_p02_05_diff.JPG
mpm_vol.06_p02_06_diff.JPG
mpm_vol.06_p02_07_diff.JPG
mpm_vol.06_p02_08_diff.JPG
mpm_vol.06_p02_09_diff.JPG
mpm_vol.06_p02_10_diff.JPG
mpm_vol.06_p02_11_diff.JPG
mpm_vol.06_p02_12_diff.JPG
mpm_vol.06_p02_13_diff.JPG
mpm_vol.06_p02_14_diff.JPG
mpm_vol.06_p02_15_diff.JPG
mpm_vol.06_p02_16_diff.JPG
mpm_vol.06_p02_17_diff.JPG
mpm_vol.06_p02_18_diff.JPG
mpm_vol.06_p02_19_diff.JPG
mpm_vol.06_p02_20_diff.JPG
mpm_vol.06_p02_21_diff.JPG
mpm_vol.06_p02_22_diff.JPG
mpm_vol.06_p02_23_diff.JPG
mpm_vol.06_p02_24_diff.JPG
mpm_vol.06_p02_25_diff.JPG
mpm_vol.06_p02_pages_1_top_diff.JPG
mpm_vol.06_p02_pages_2_top_diff.JPG
mpm_vol.06_p02_pages_3_top_diff.JPG
mpm_vol.06_p02_pages_4_top_diff.JPG
mpm_vol.06_p02_pages_5_top_diff.JPG
mpm_vol.06_p02_pages_6_top_diff.JPG
QQ图片20160815171055.jpg
打开
76 items
1 item selected 113 MB

1 item
1 item selected

请耐心等待，因为有一些 max 文件里面太多模型，会很卡很 lag...

Tips: 可以的话，关闭一些不需要的软件，如 Google Chrome等

还有，使用手提电脑插座电源能加速打开这些 max 文件

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display Edit

Name (Sorted Ascending)

【Q42333301-出
00000002
3ddd.ru
Box001
Box160
Camera001
Camera001.Tarc
ChamferBox001
Circle002
face005
face013
face019
face027
face029
face030
face031
face032
face040
face041
face042
face043
GRANVILLE
GRANVILLE002
Group001
Group005
Group05
Group006
Group034
Group035
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group21126178

Workspace: Default

Standard Primitives

Object Type

AutoGrid

Box Cone
Sphere GeoSphere
Cylinder Tube
Torus Pyramid
Teapot Plane
TextPlus

Name and Color

File Load: Gamma & LUT Settings Mismatch

The Gamma & LUT settings of the file do not match the System Gamma & LUT settings.

File's Gamma & LUT Settings:

Gamma & LUT Correction: Disabled

Bitmap Files Input Gamma: 2.2

Bitmap Files Output Gamma: 2.2

System's Gamma & LUT Settings:

Gamma & LUT Correction: Enabled

Bitmap Files Input Gamma: 2.2

Bitmap Files Output Gamma: 2.2

Do You Want To:

Keep the System's Gamma and LUT Settings?

Adopt the File's Gamma and LUT Settings?

OK

选择

Adopt the File’s Gamma and LUT Setting

打开

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Loading...

X: Y: Z: Grid = 1.0cm

Add Time Tag

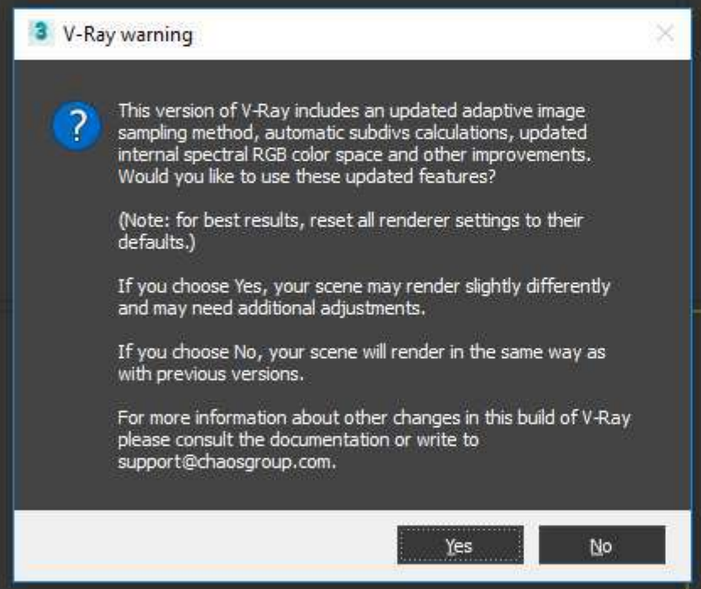
Auto Key Selected

Set Key Key Filters...

Welcome to Mi

由于作者使用的 vray 版本比较新，而我们用的 vray 版本比较旧

所以这个字幕提醒你要不要使用更新的功能在旧版 vray



要看情况，如果选择 Yes 可是 rendering 不好的话，

就要得重开，再选 No 重做...

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display Edit

Name (Sorted Ascending)

【Q42333301-出
00000002
3ddd.ru
Box001
Box160
Camera001
Camera001.Tarc
ChamferBox001
Circle002
face005
face013
face019
face027
face029
face030
face031
face032
face040
face041
face042
face043
GRANVILLE
GRANVILLE002
Group001
Group005
Group05
Group006
Group034
Group035
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group21126178

Workspace: Default

Missing External Files

D:\2016\21\Render\111\Camera003.vrmap
D:\2016\21\Render\111\Camera003.vrlmap
E:\3d66\第8季-落地花卉篇\3DL单体原创第8季-落地花卉篇0714\MAX格式\24\24\3d66models-Vol08-24-1.jpg
E:\3d66\第8季-落地花卉篇\3DL单体原创第8季-落地花卉篇0714\MAX格式\24\24\3d66models-Vol08-24-2.jpg

Don't Display This Message at Render Time

Remove All Browse Continue

按 Continue

Standard Primitives

Object Type

AutoGrid

Box Cone
Sphere GeoSphere
Cylinder Tube
Torus Pyramid
Teapot Plane
TextPlus

Name and Color

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Loading...

Welcome to Mi

X: Y: Z: Grid = 10.0mm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display Edit

Name (Sorted Ascending)

【Q42333301-
00000002
3ddd.ru
Box001
Box160
Camera001
Camera001.Tar
ChamferBox001
Circle002
face005
face013
face019
face027
face029
face030
face031
face032
face040
face041
face042
face043
GRANVILLE
GRANVILLE002
Group001
Group005
Group05
Group006
Group034
Group035
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group21126178

Workspace: Default

Obsolete File

Obsolete data format found.
The file may have been saved with a previous release.
-- Please resave file.

Don't display this message.

OK

按 OK

Standard Primitives

Object Type

AutoGrid

Box Cone
Sphere GeoSphere
Cylinder Tube
Torus Pyramid
Teapot Plane
TextPlus

Name and Color

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Loading...

Welcome to Mi

X: Y: Z: Grid = 10.0mm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display Edit

Name (Sorted Ascending)

【Q42333301-出
00000002
3ddd.ru
Box001
Box160
Camera001
Camera001.Tarc
ChamferBox001
Circle002
face005
face013
face019
face027
face029
face030
face031
face032
face040
face041
face042
face043
GRANVILLE
GRANVILLE002
Group001
Group005
Group05
Group006
Group034
Group035
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group21126178

Workspace: Default

[+][Camera001][User Defined][Default Shading]

进入画面之后，第一件事就是把他的画质改成 Standard

就这样电脑不会那么卡

Standard Primitives

Object Type

AutoGrid

Box Cone

Sphere GeoSphere

Cylinder Tube

Torus Pyramid

Teapot Plane

TextPlus

Name and Color

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Click or click-and-drag to select objects

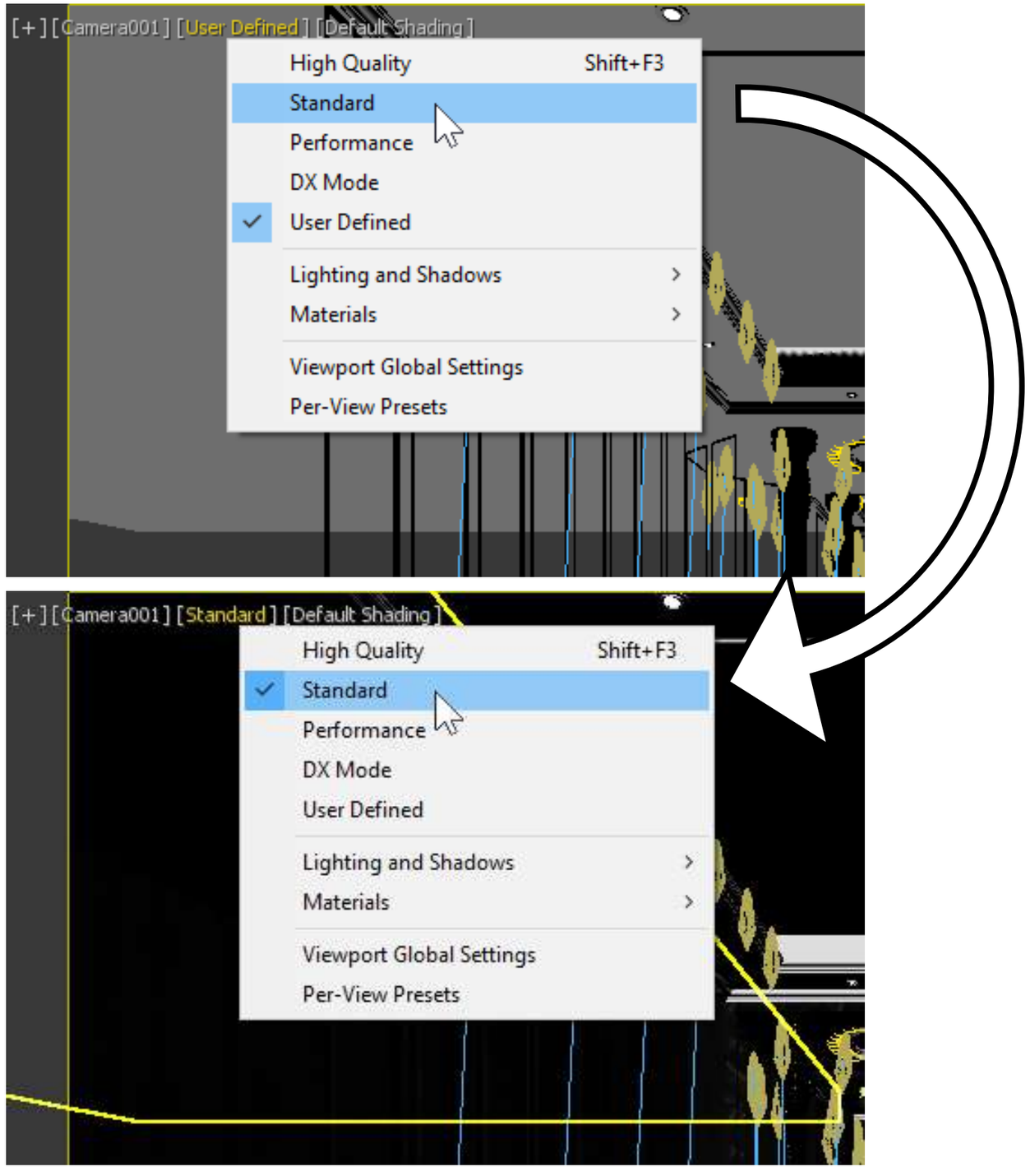
X: -9374.696r Y: -8432.484r Z: 0.0mm Grid = 10.0mm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

Welcome to Mi



滑鼠左键 [User Defined]

把它改成 Standard

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display Edit

Name (Sorted Ascending)

【Q42333301-
00000002
3ddd.ru
Box001
Box160
Camera001
Camera001.Tar
ChamferBox001
Circle002
face005
face013
face019
face027
face029
face030
face031
face032
face040
face041
face042
face043
GRANVILLE
GRANVILLE002
Group001
Group005
Group05
Group006
Group034
Group035
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group18710135
Group21126178

Workspace: Default

[+][Camera001][Standard][Default Shading]

现在的画面，比刚刚的画面还要来的亮，也看得清楚里面所有的物品

Standard Primitives

Object Type

AutoGrid

Box Cone
Sphere GeoSphere
Cylinder Tube
Torus Pyramid
Teapot Plane
TextPlus

Name and Color

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Click or click-and-drag to select objects

X: -11172.91 Y: -4307.618 Z: 0.0mm Grid = 10.0mm

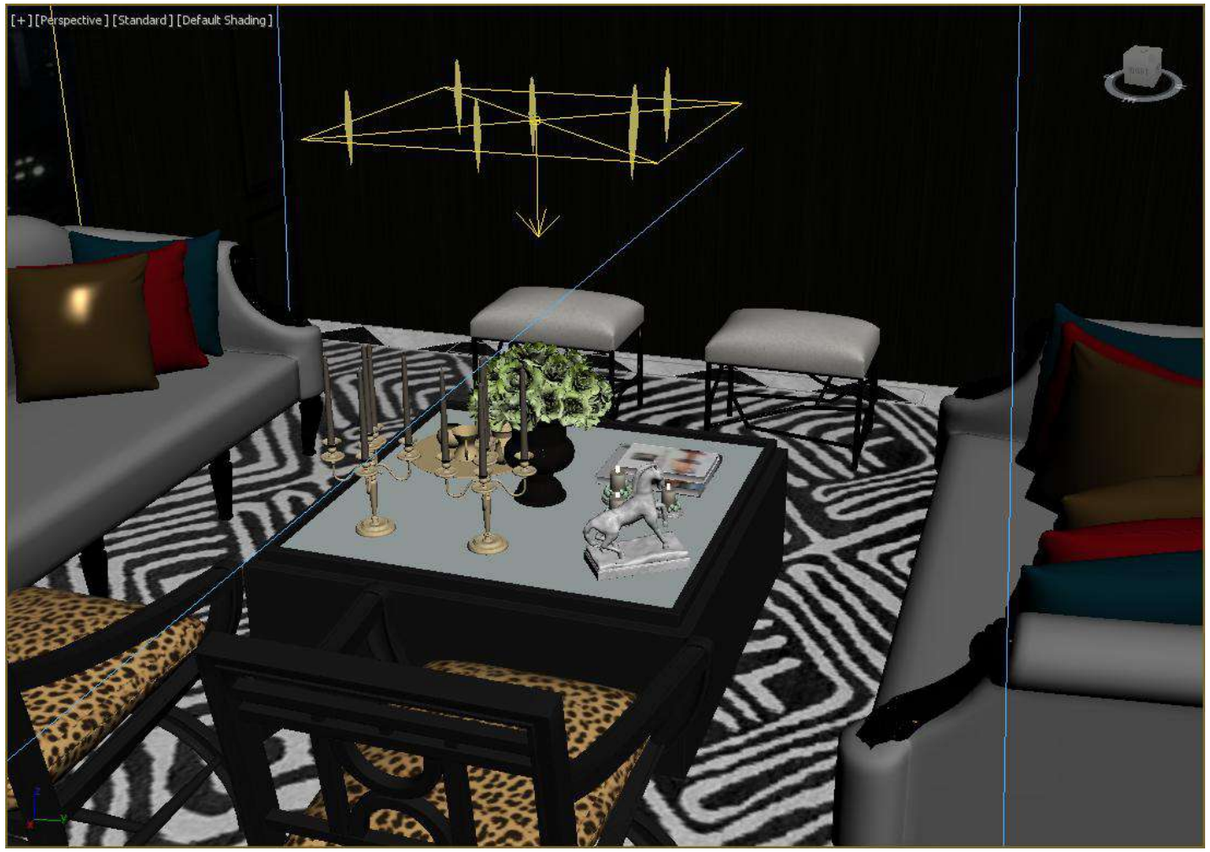
Add Time Tag

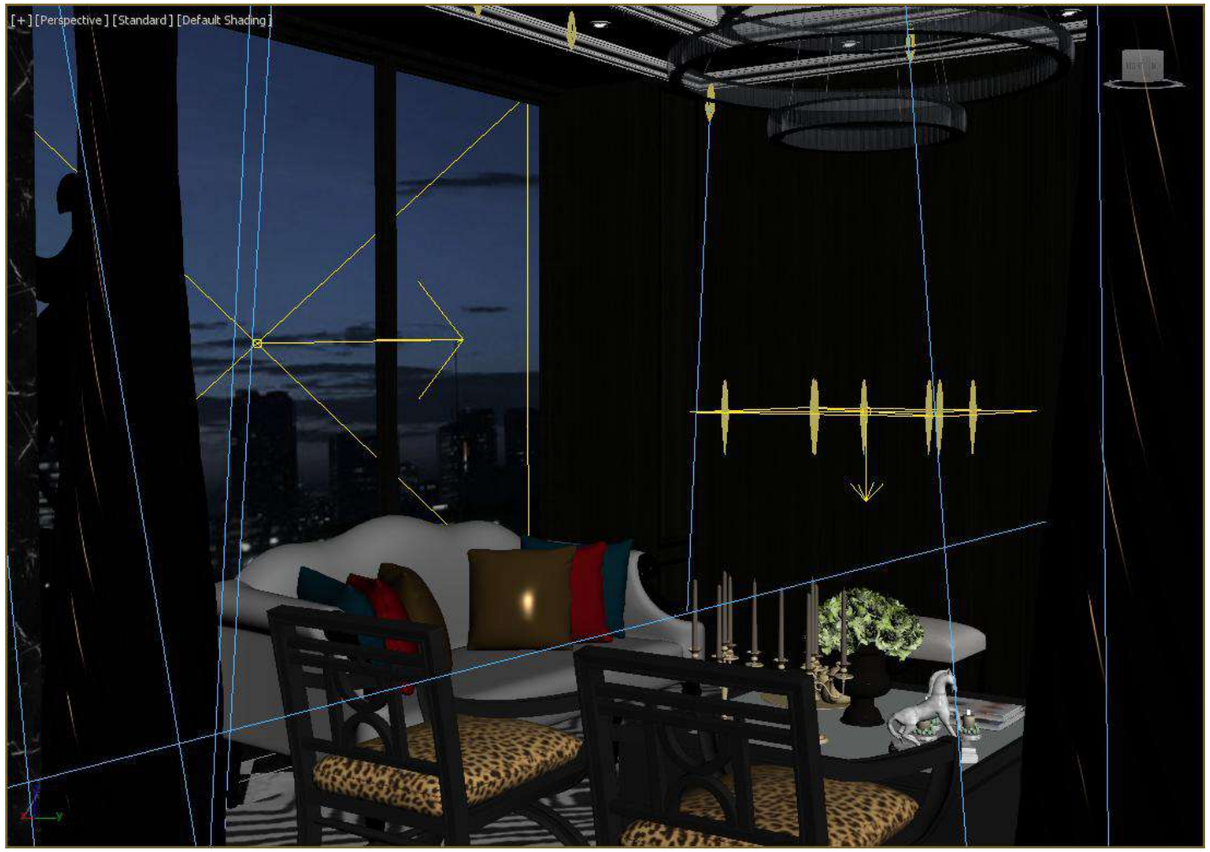
Auto Key Selected

Set Key Key Filters...

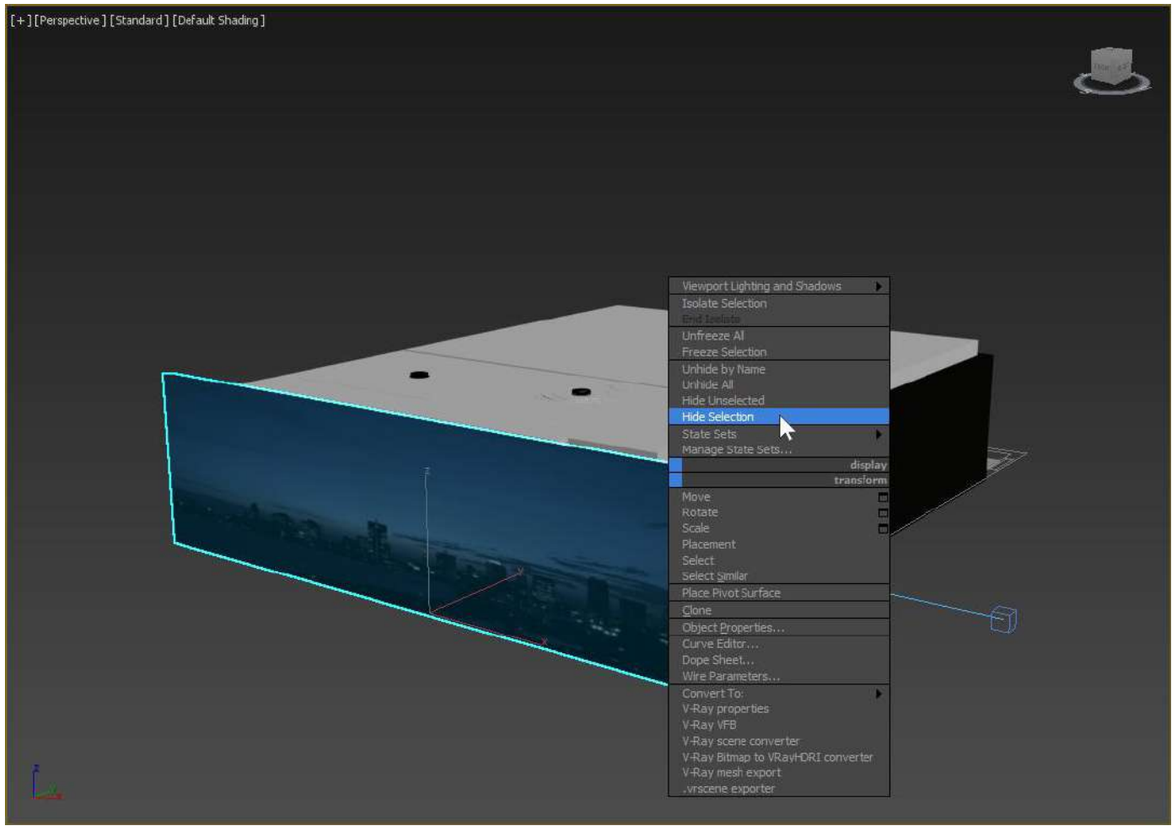
Welcome to M

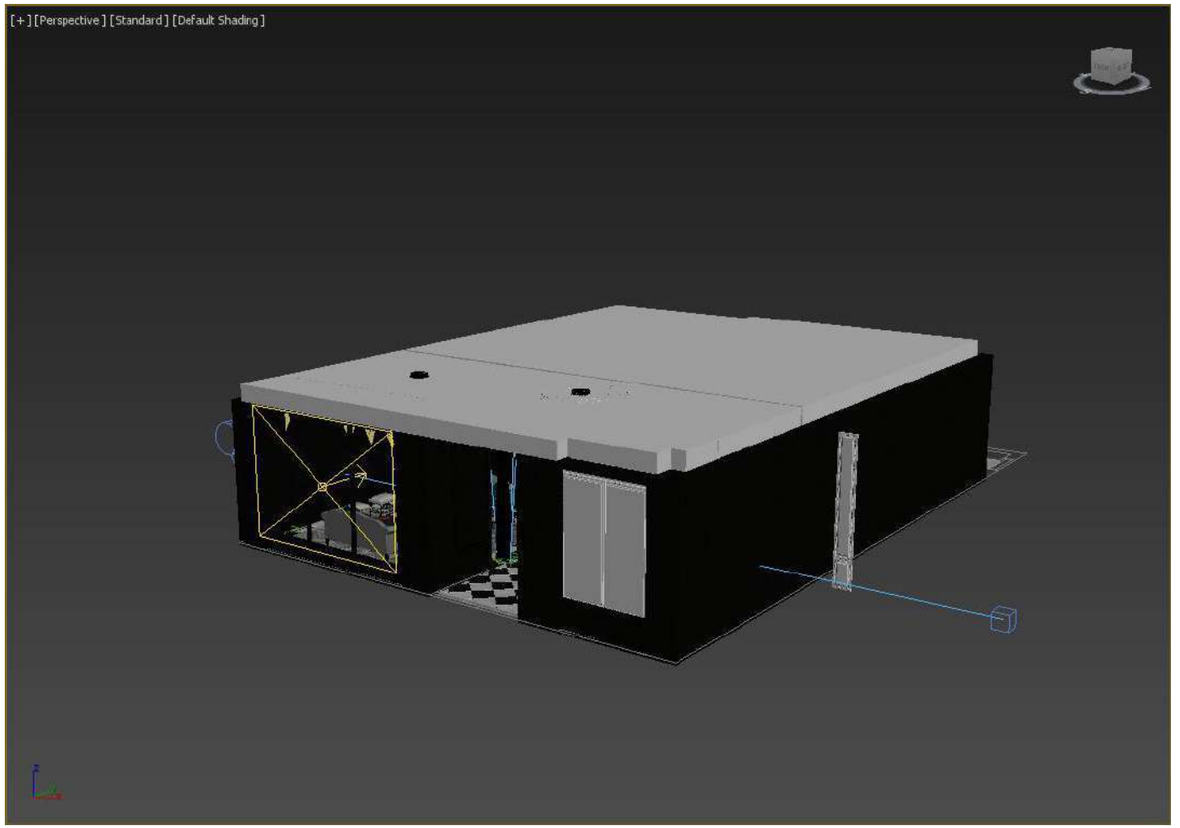
按 “P”变成透视图 (Perspective)，就可以自由移动， alt，zoom in 和 zoom out





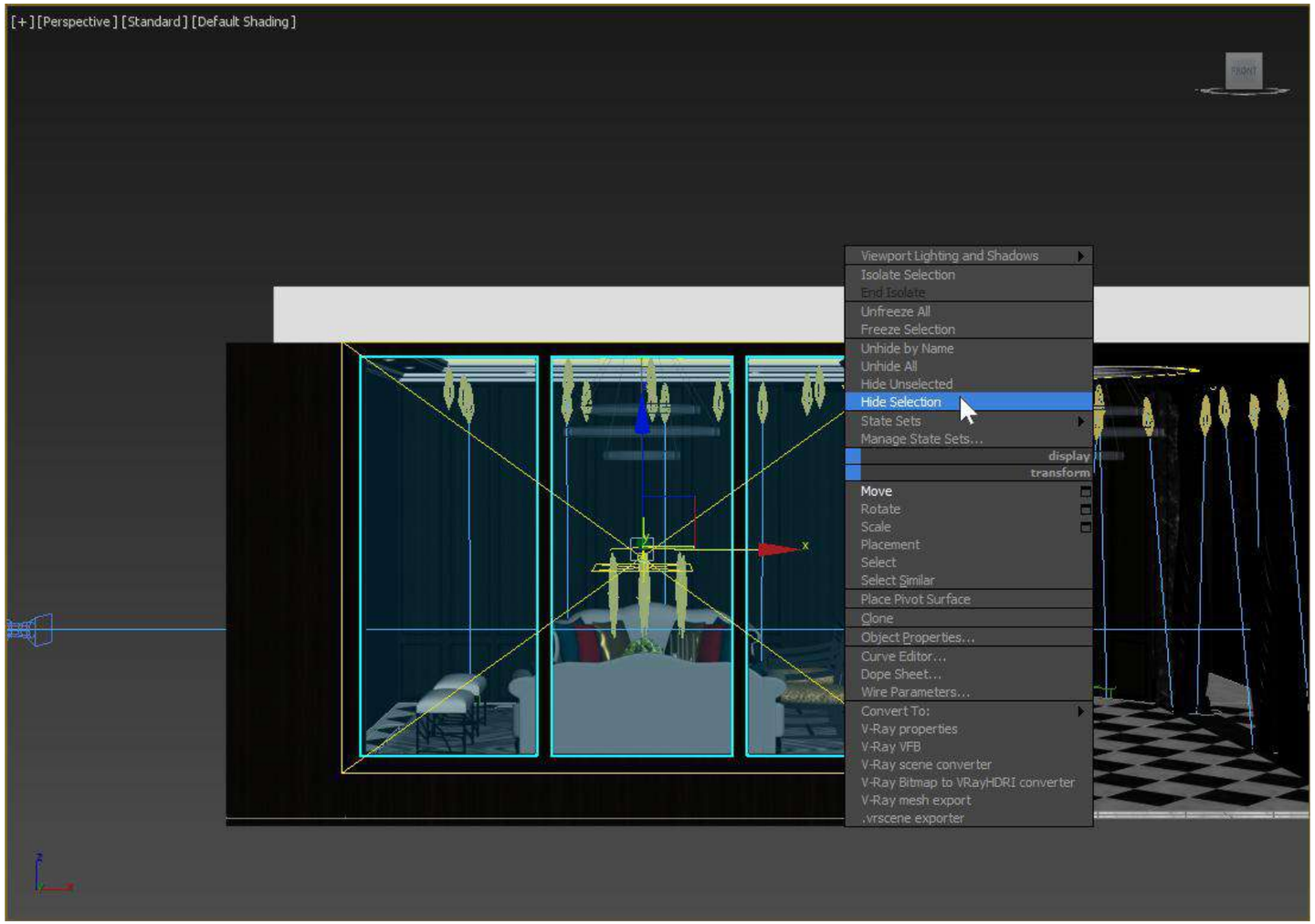
Zoom out 出来，我们先把场景图给隐藏，以避免场景图阻挡 vray 光线





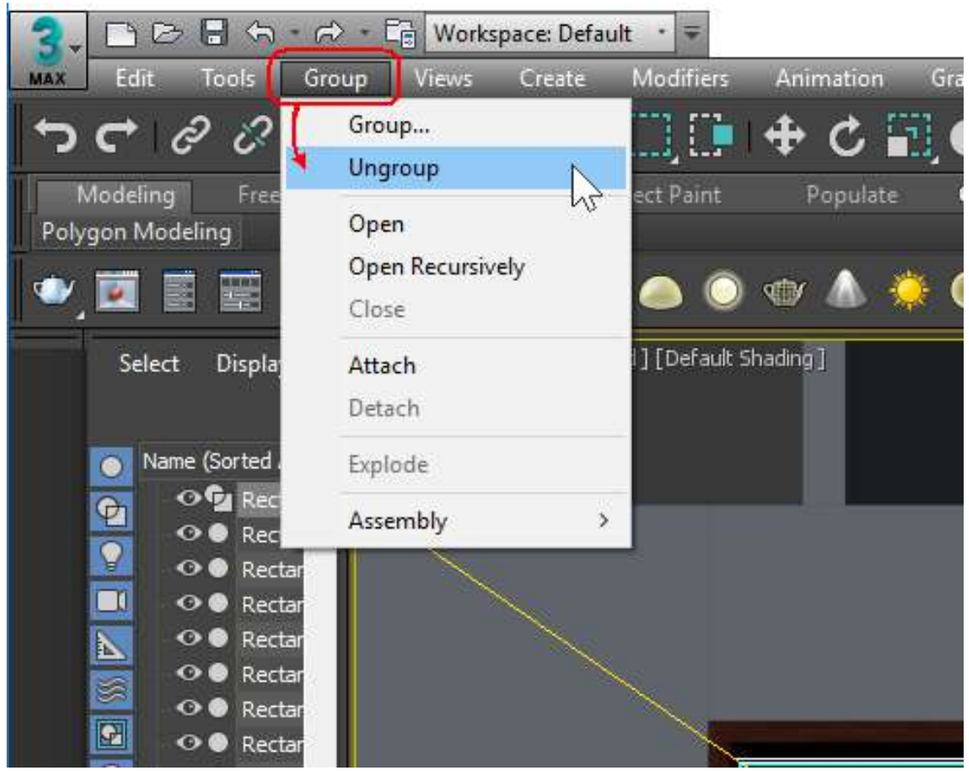
也不要忘了隐藏玻璃窗和玻璃门

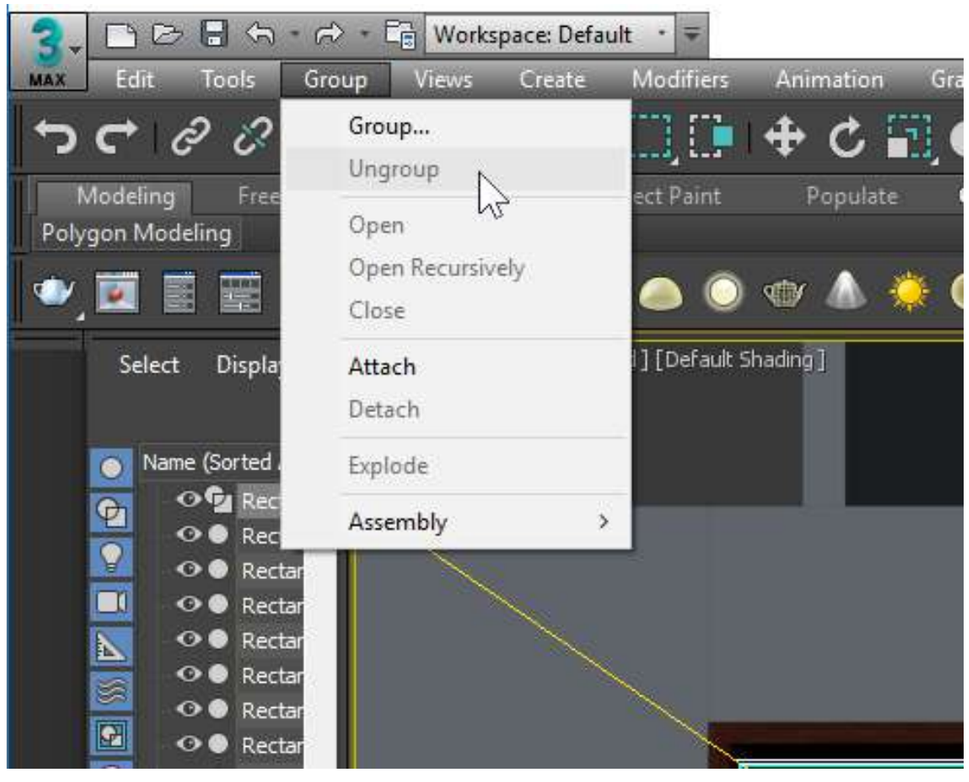
如果没有隐藏玻璃窗和玻璃门的话，阳光是无法照射进来



注意，当你选玻璃时，玻璃窗铁架或玻璃门铁架也会连同一起

这就需要 Ungroup，否则铁架也跟着一起隐藏





Ungroup 之后，就可以隐藏玻璃了

注意:

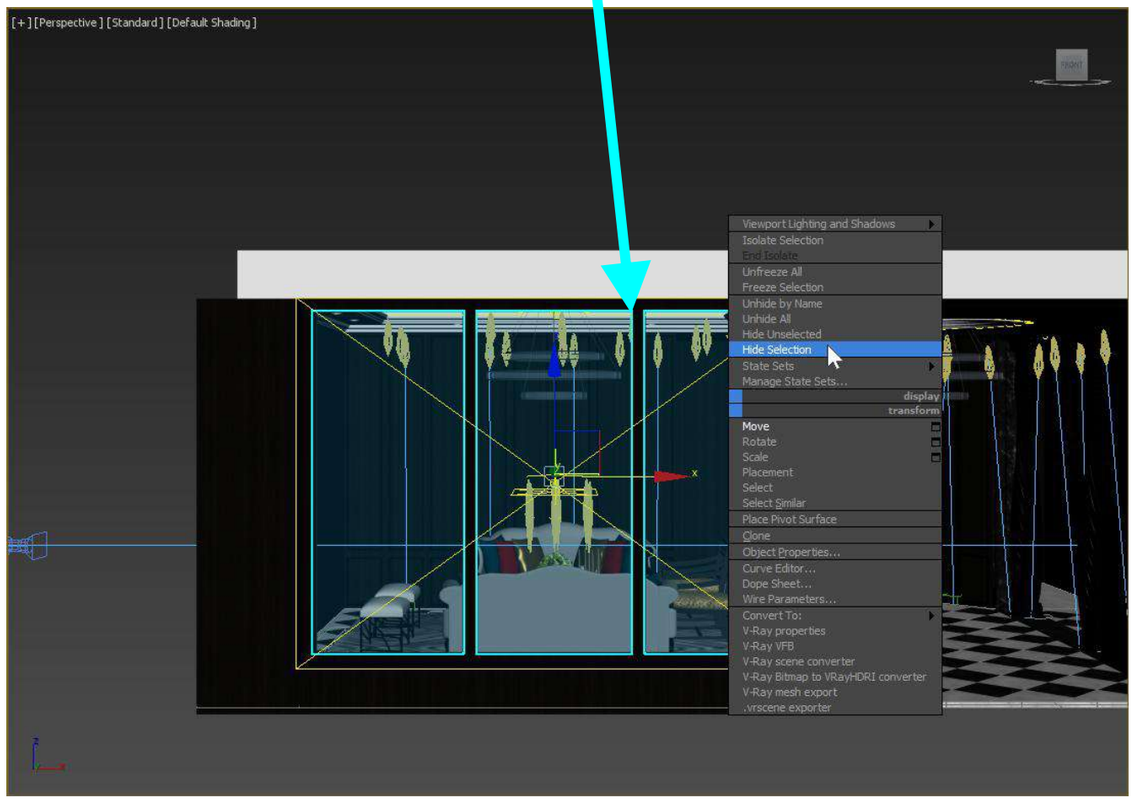
如果隐藏玻璃时，还是会把窗铁架或门铁架隐藏的话，就必须再 Ungroup，

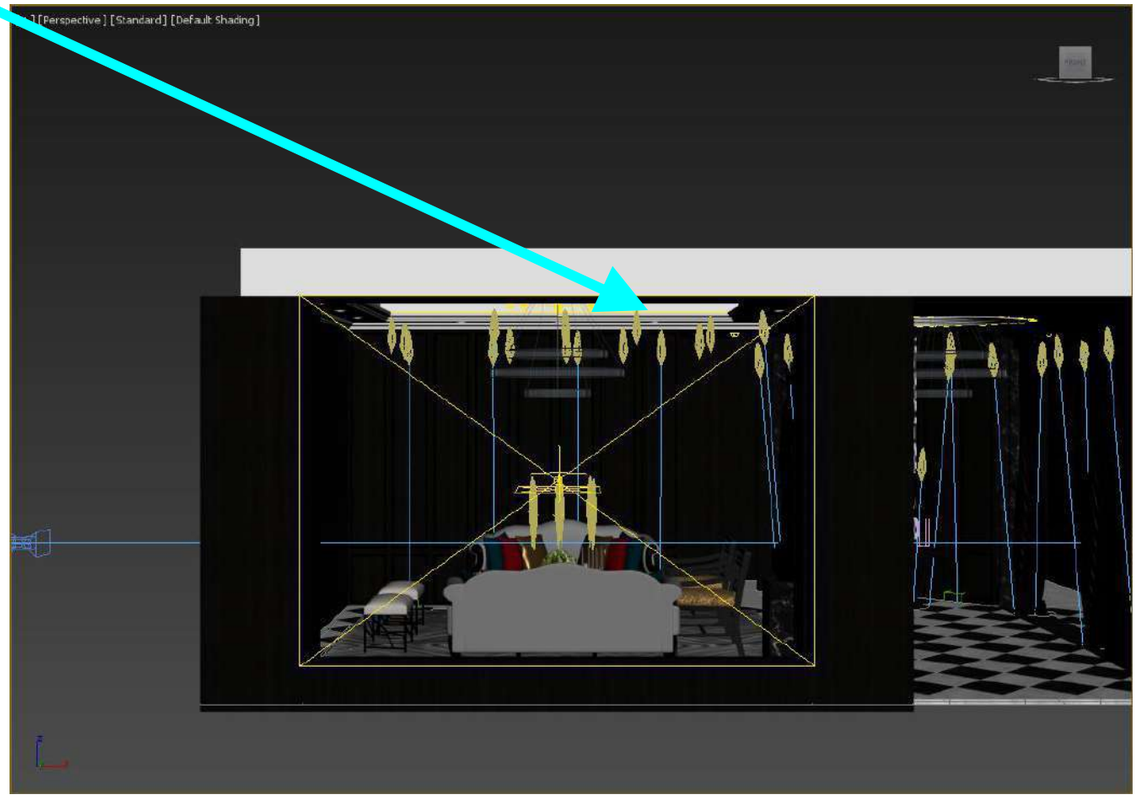
到无法再 Ungroup 为止

就这样不会隐藏到窗铁架或门铁架

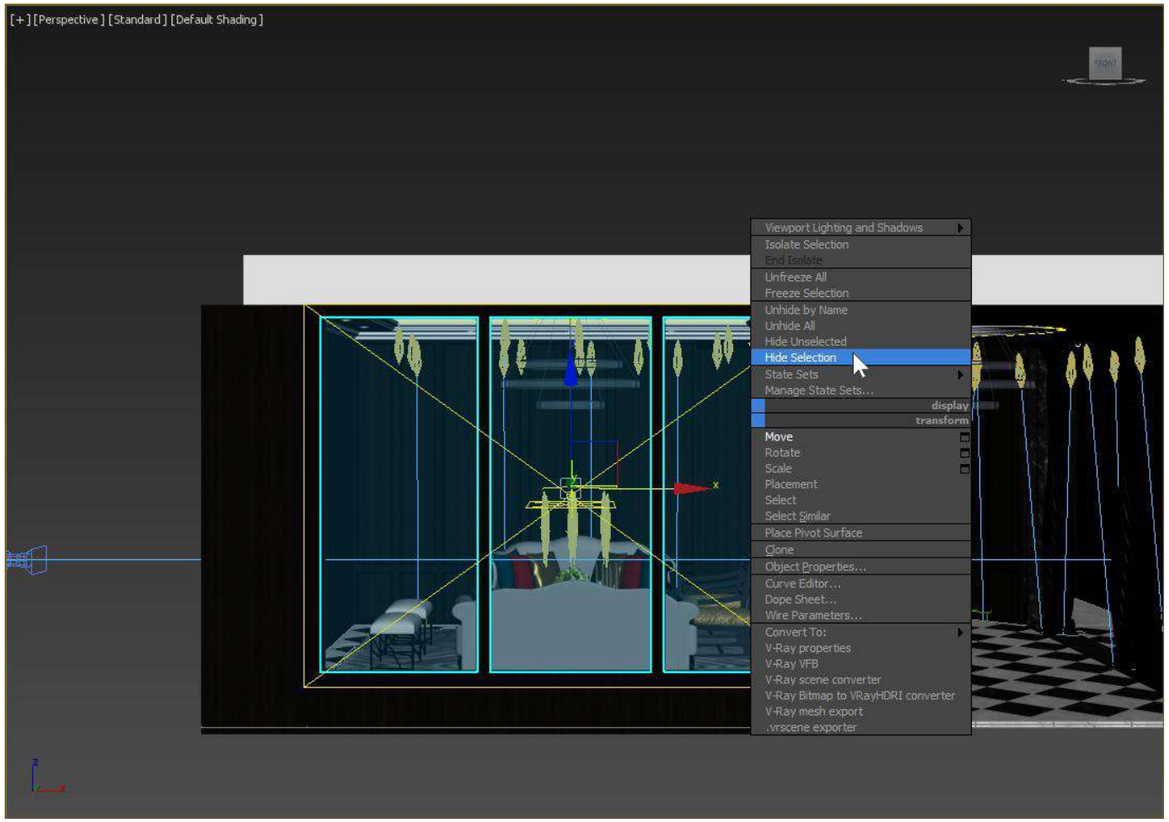
注意，当你选玻璃时，玻璃窗铁架或玻璃门铁架也会连同一起

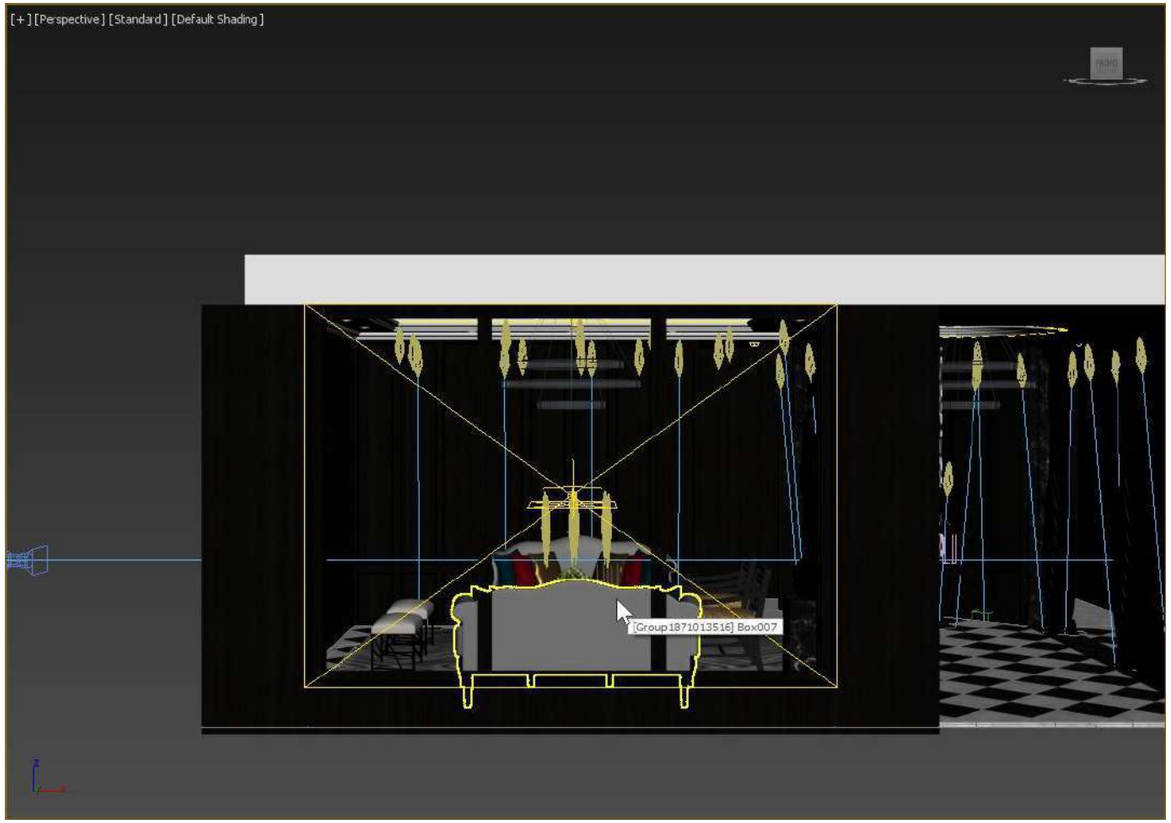
这就为什么需要 Ungroup，否则铁架也跟着一起隐藏





隐藏所有玻璃之后，滑鼠就可以选择里面的家具物品

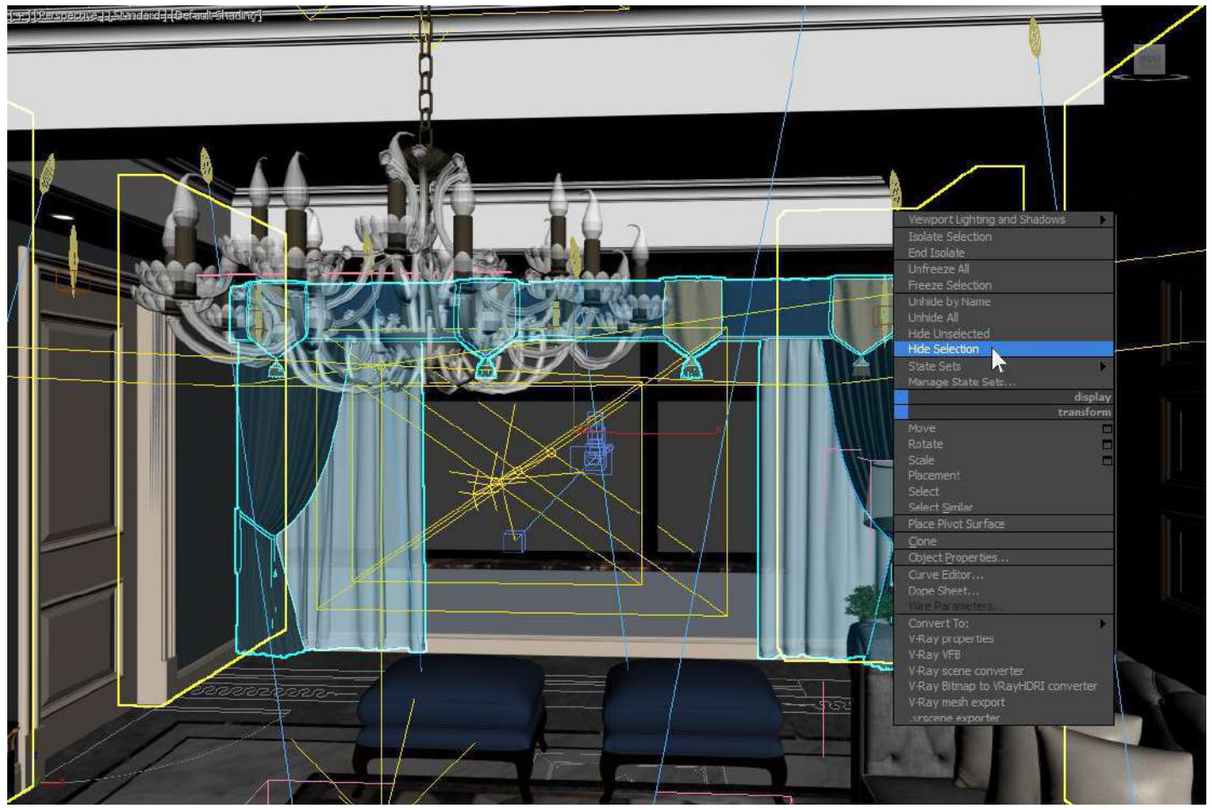


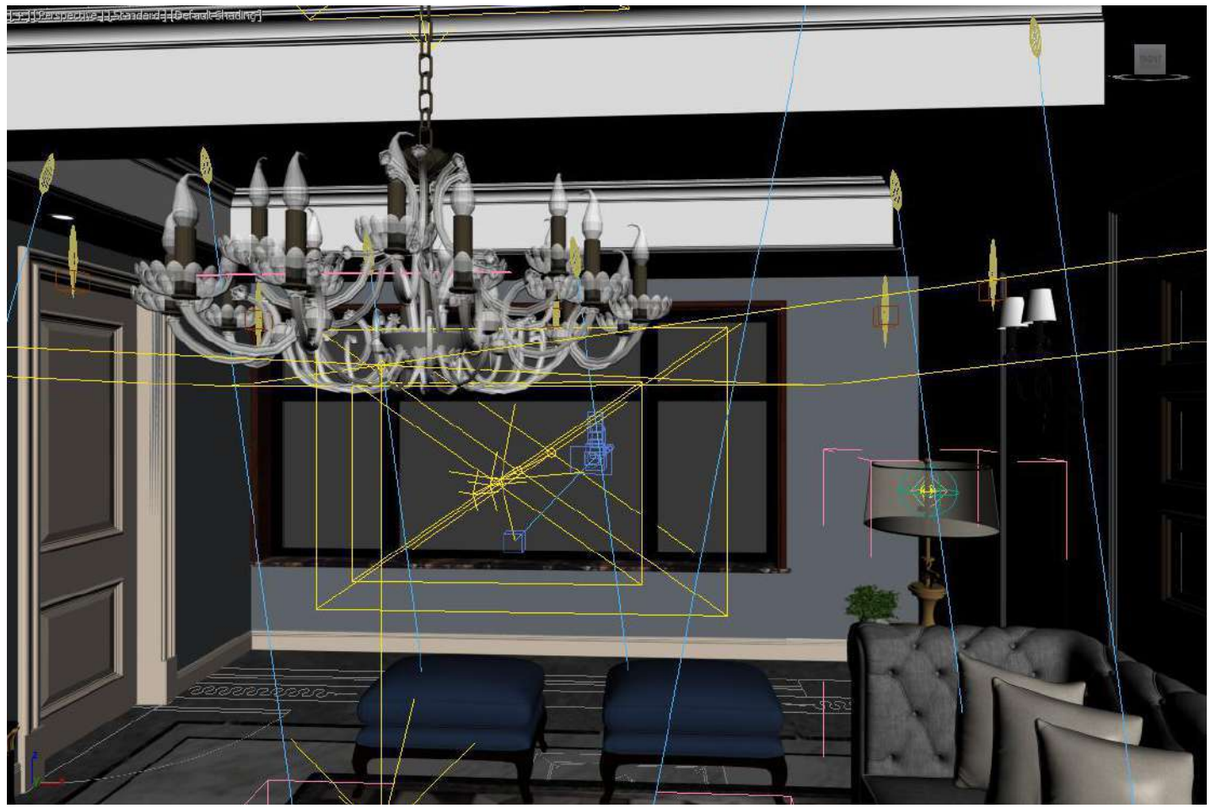


确保所有的玻璃隐藏之后，才来做下一步

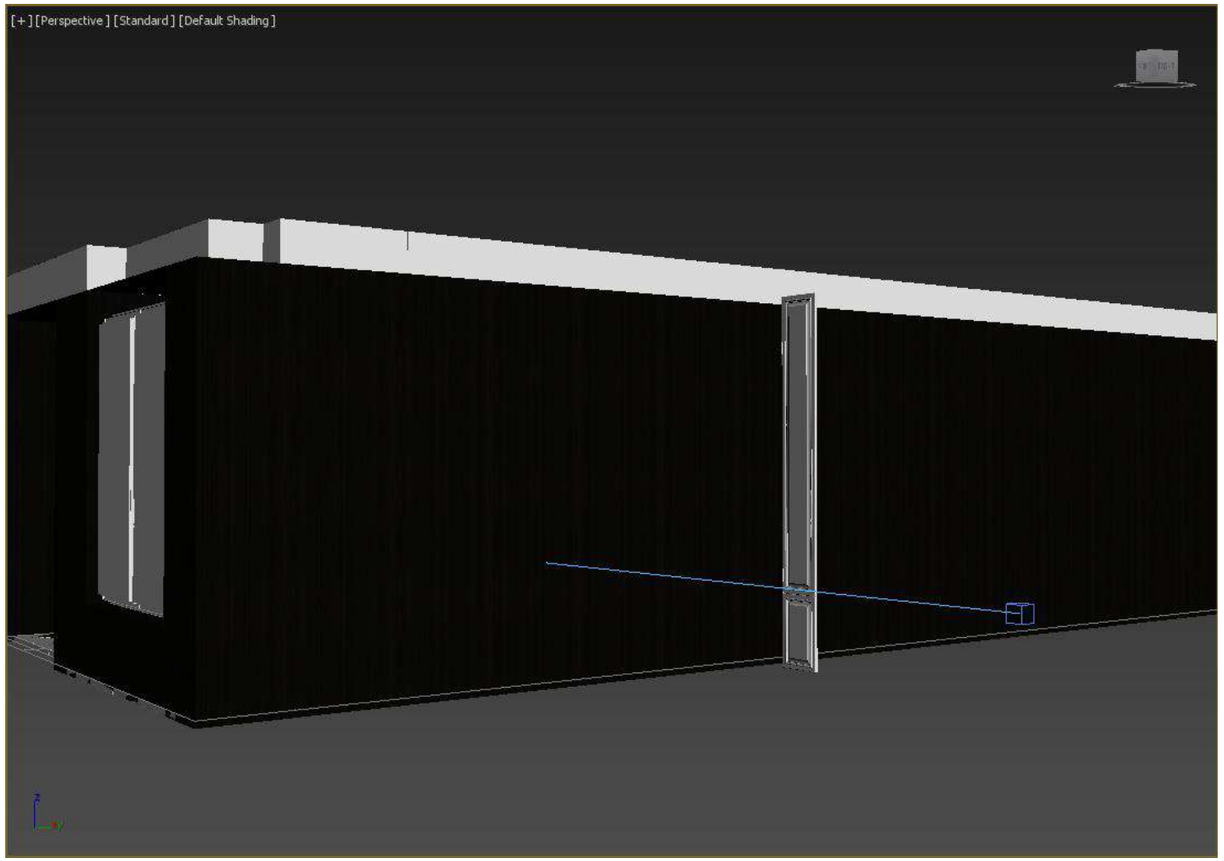
如果有窗帘的话，也需要隐藏窗帘

因为窗帘会遮挡 VRay 光线，造成光线无法进入屋内





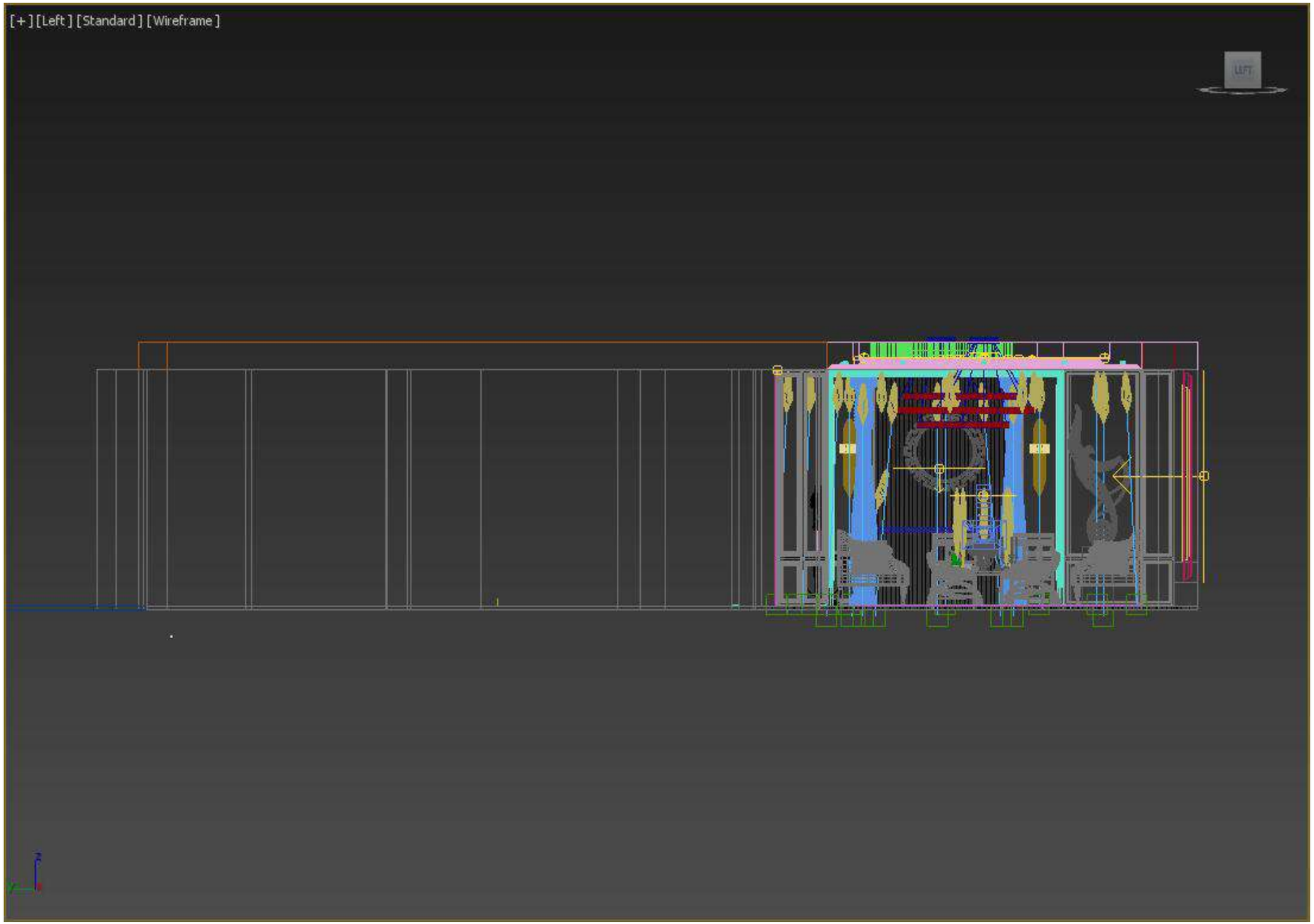
做完之后， zoom out 检查所有的门和窗口，确保所有的玻璃和窗帘隐藏起来



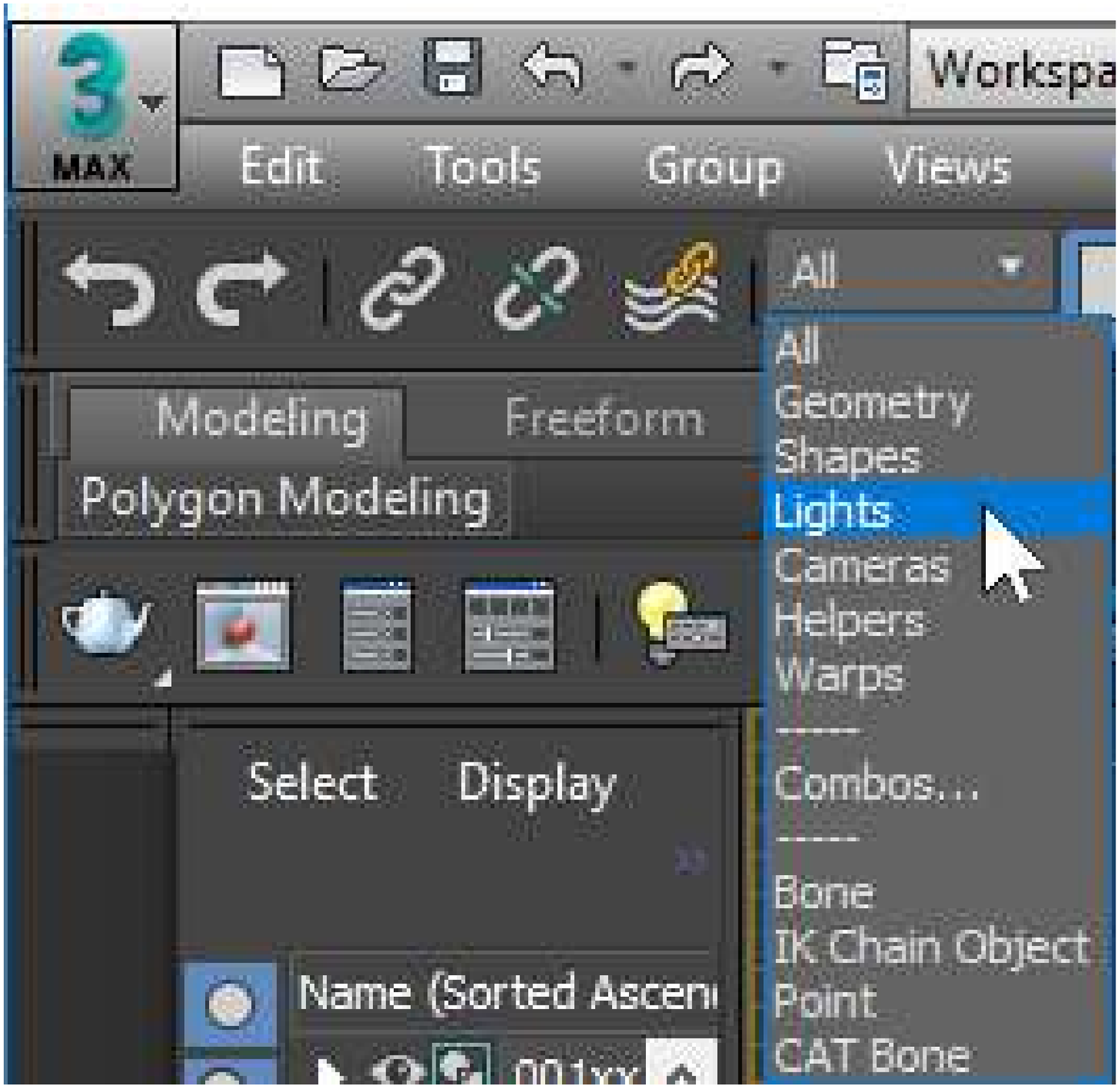
左侧没有玻璃窗和玻璃门

右侧只有木门

接下来我们切换成 “L” 视图和 “F3” 线框模式

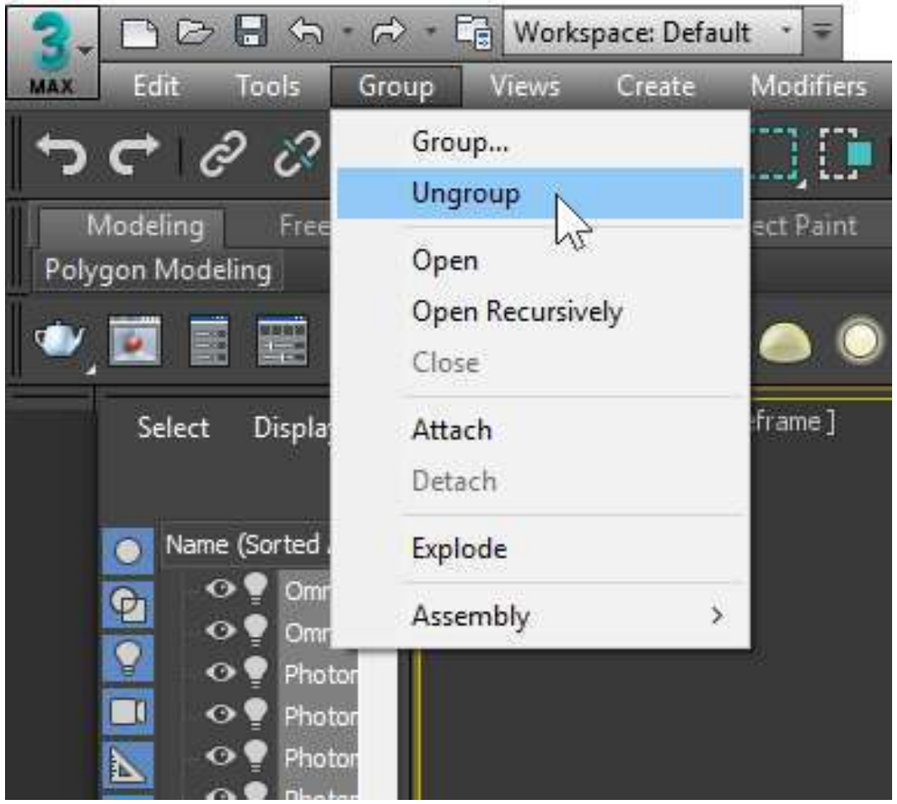


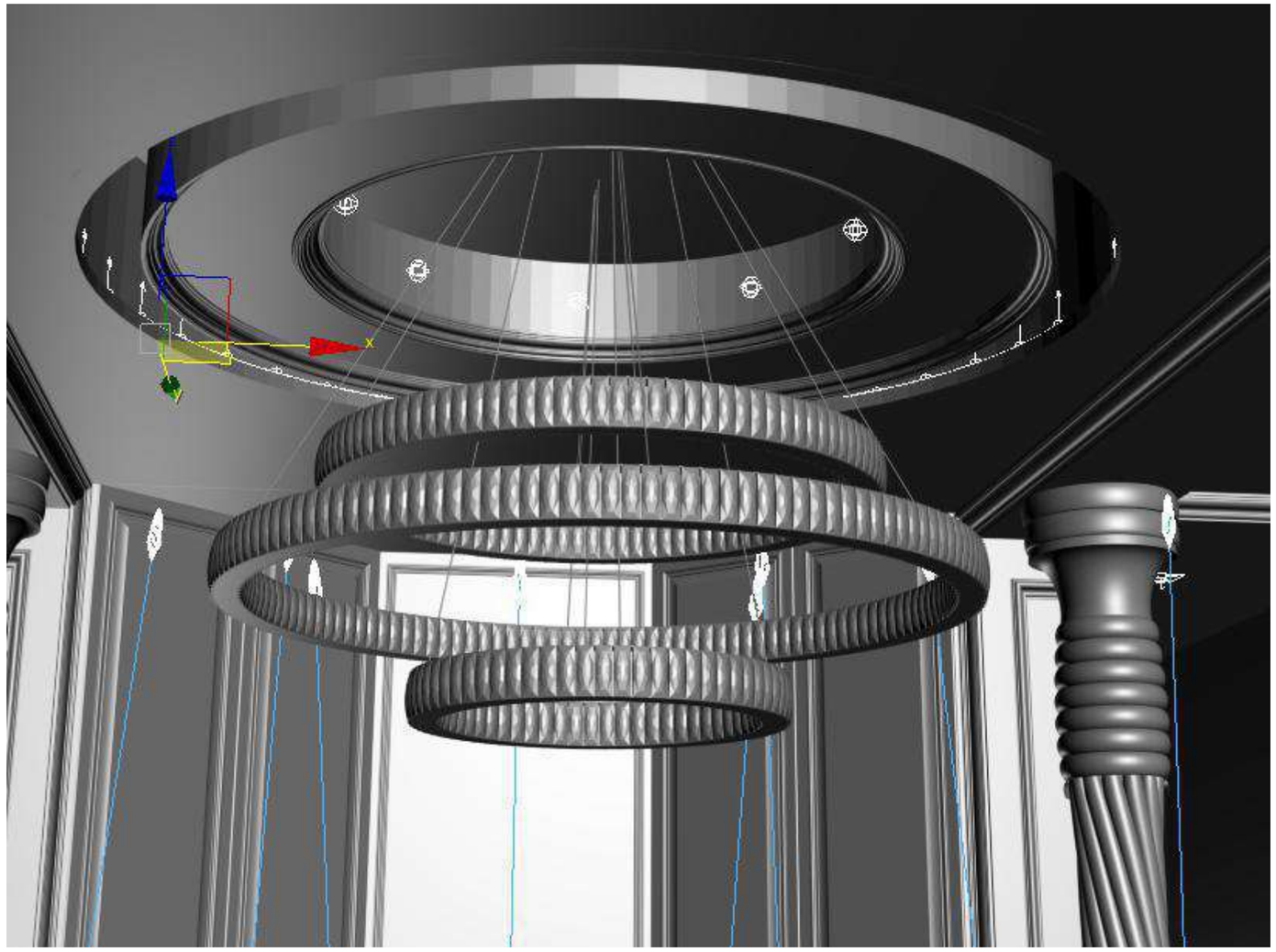
切换成线框模式之后，我们把所有的 Light 给删除


MAX
Edit
Tools
Group
Views
Workspa
All
Modeling
Freeform
Polygon Modeling
Select
Display
Name (Sorted Ascen
All
Geometry
Shapes
Lights
Cameras
Helpers
Warps
Combos...
Bone
IK Chain Object
Point
CAT Bone

选择 Lights

[+][Left][Standard][Wireframe]
LEFT
框选所有的东西





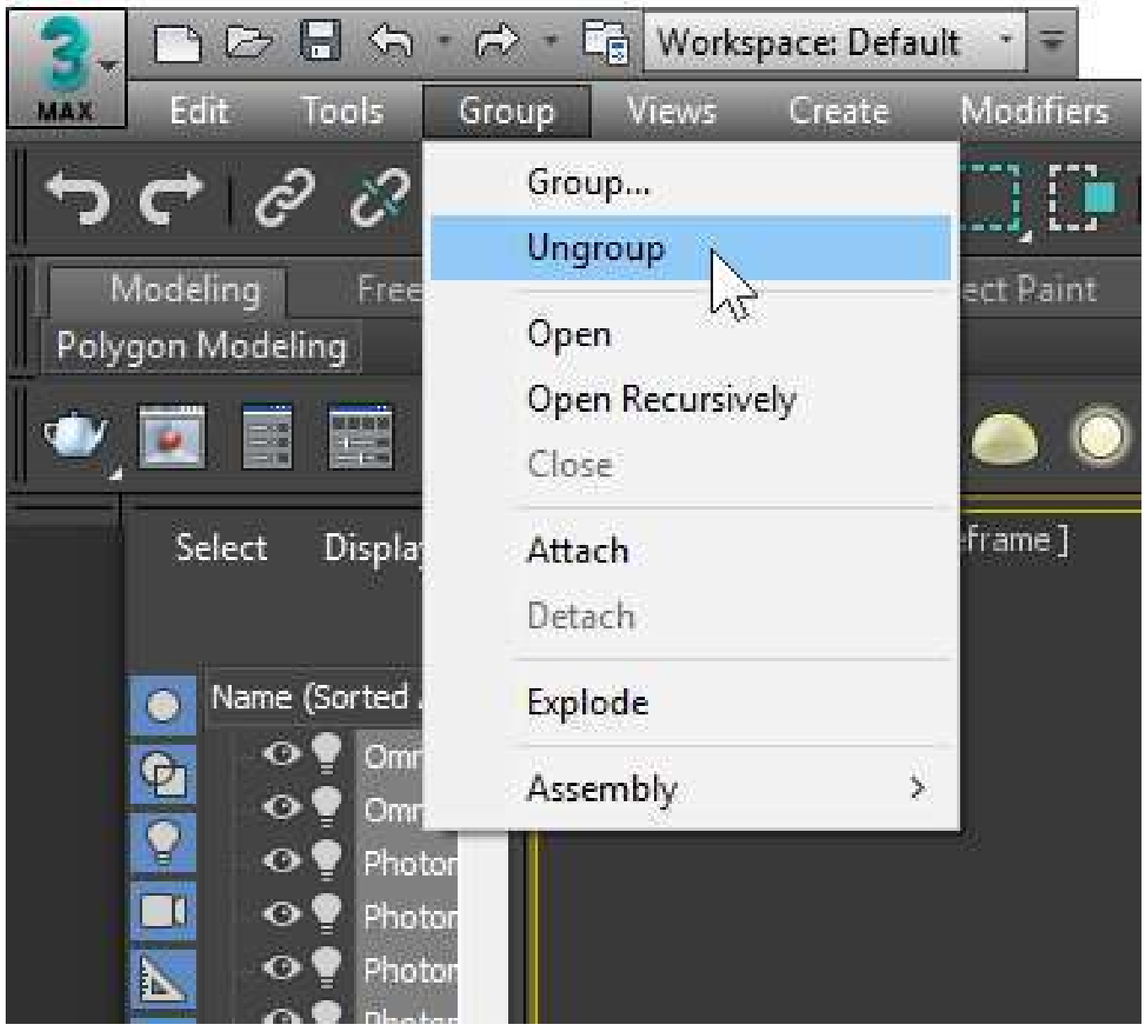
框选之后，Ungroup

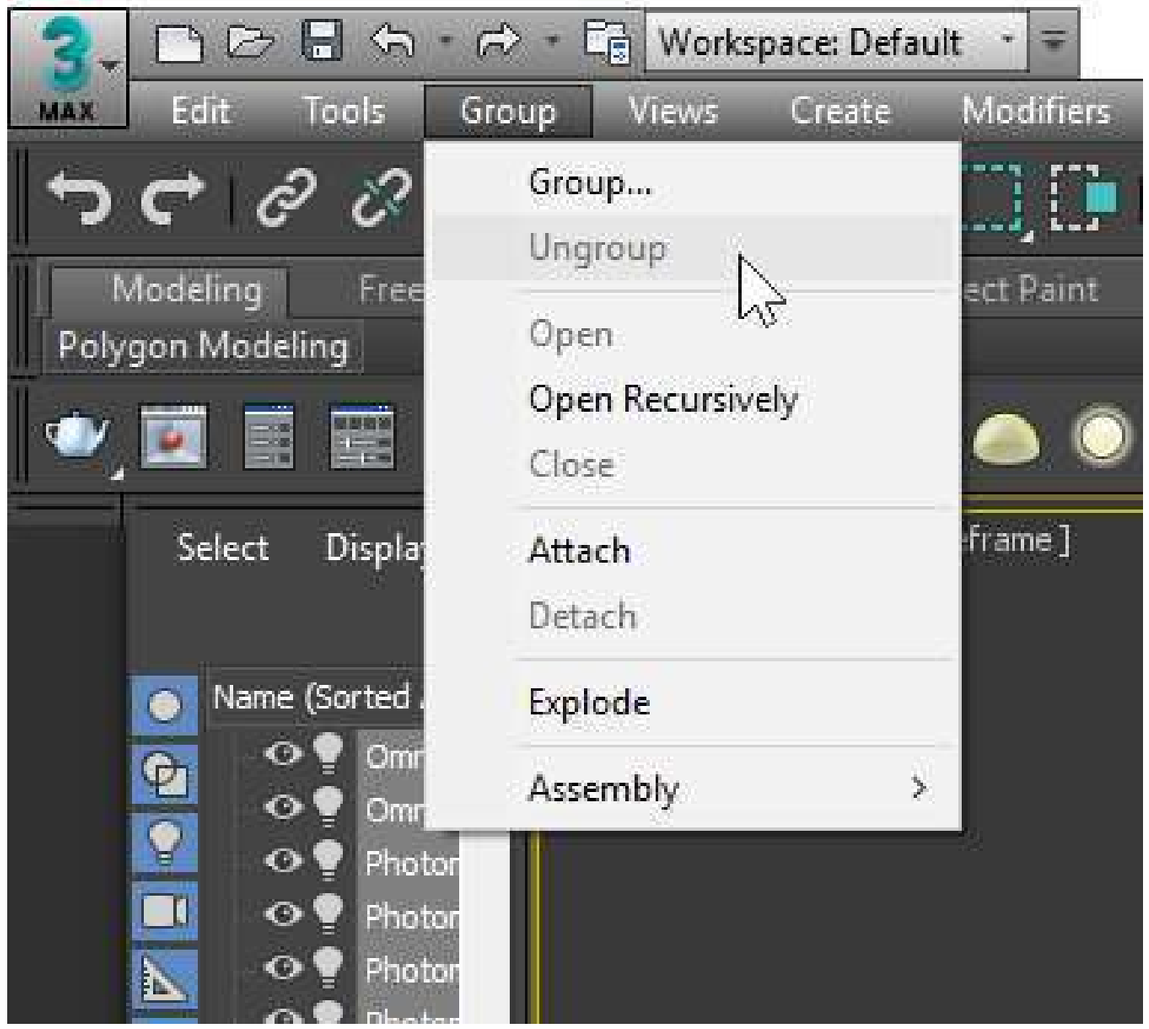
为什么我们需要 Ungroup 呢?

第一，如果没有 Ungroup 的话，所有的灯模型也跟着一起删除

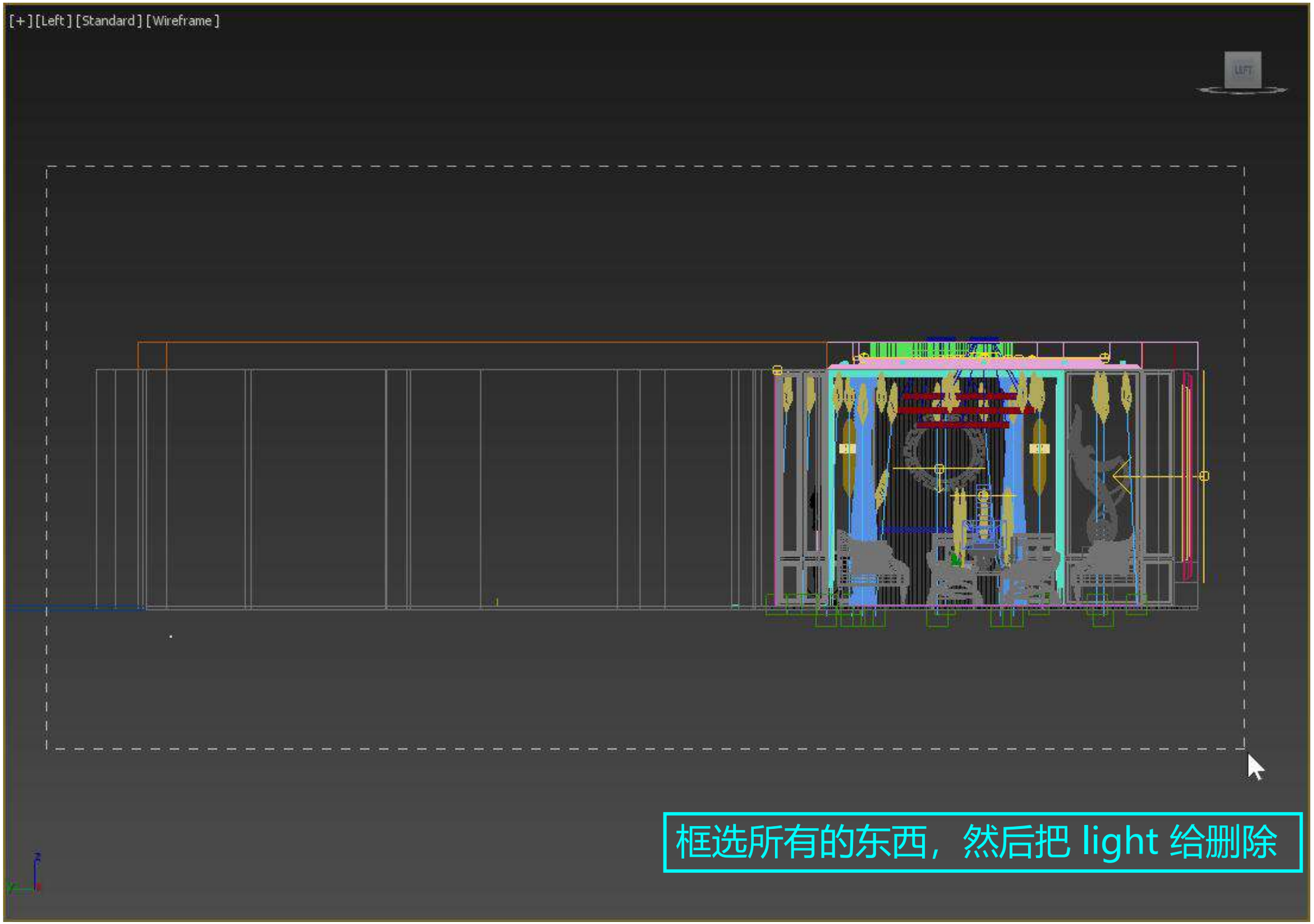
第二，有些其他物品如电视机，也是有 Light，也会一起被删除

[+][Left][Standard][Wireframe]
Ungroup 之后，我们再次框选所有的东西



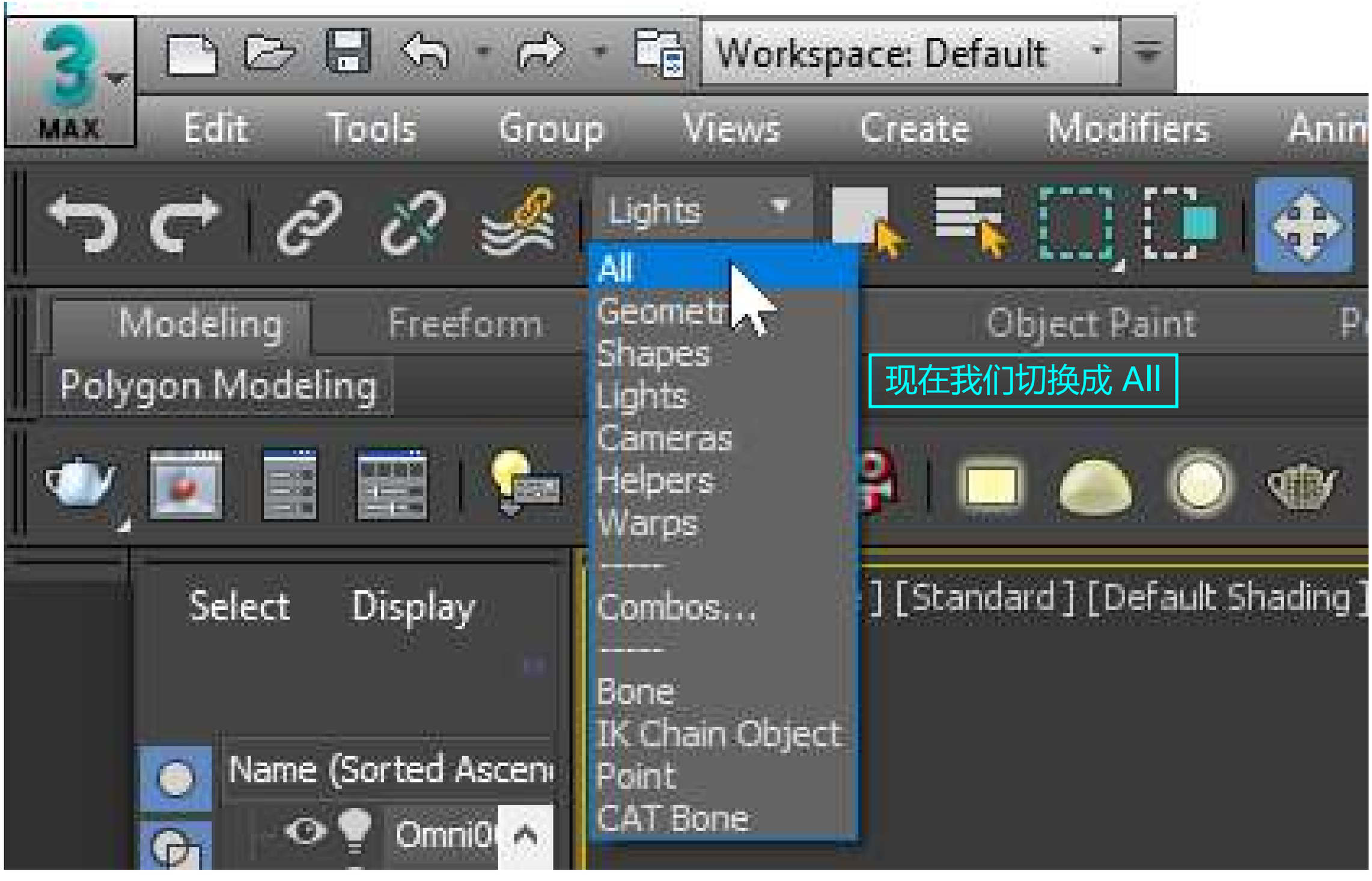


重复同样的动作，一直 Ungroup 到无法 Ungroup 为止

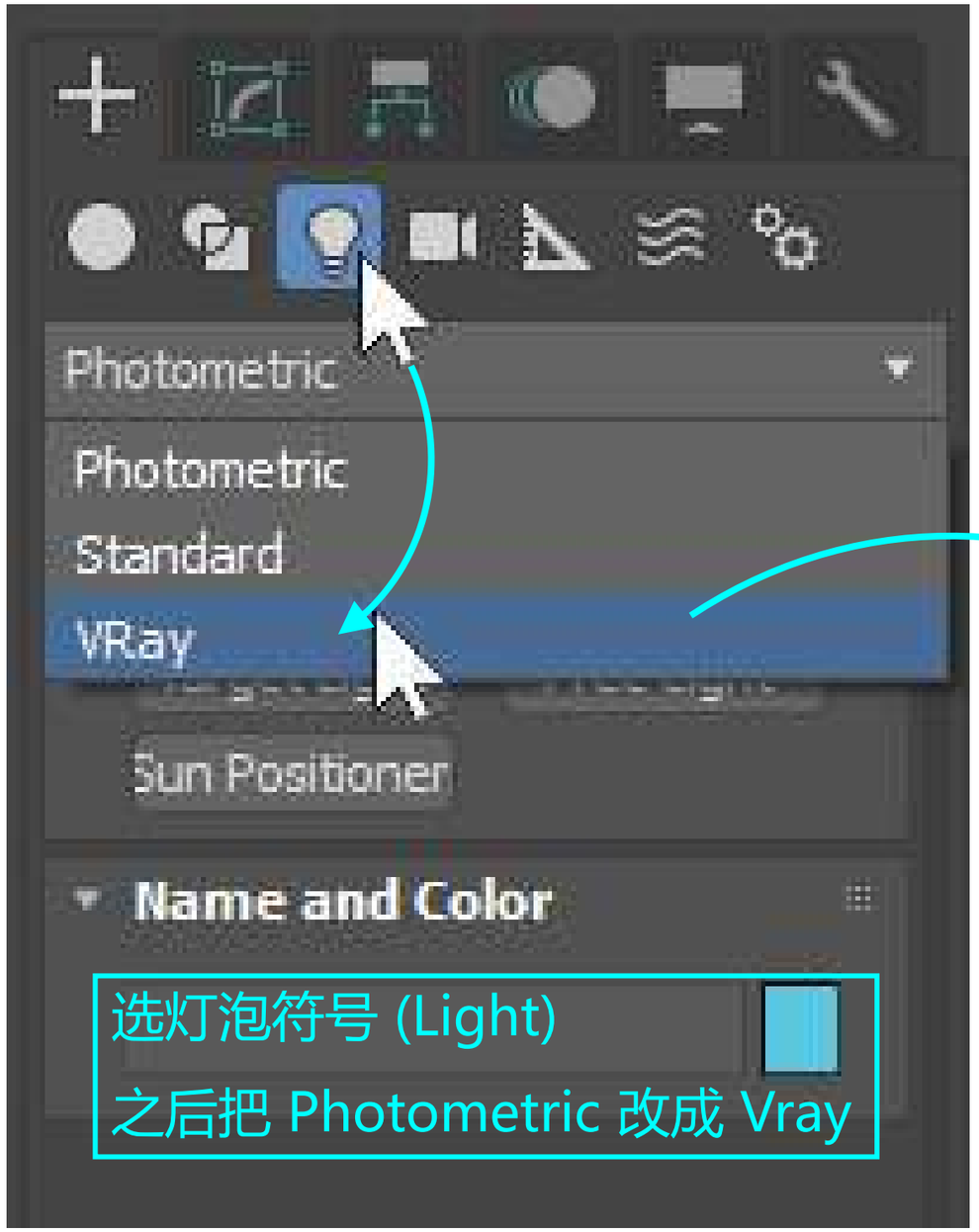


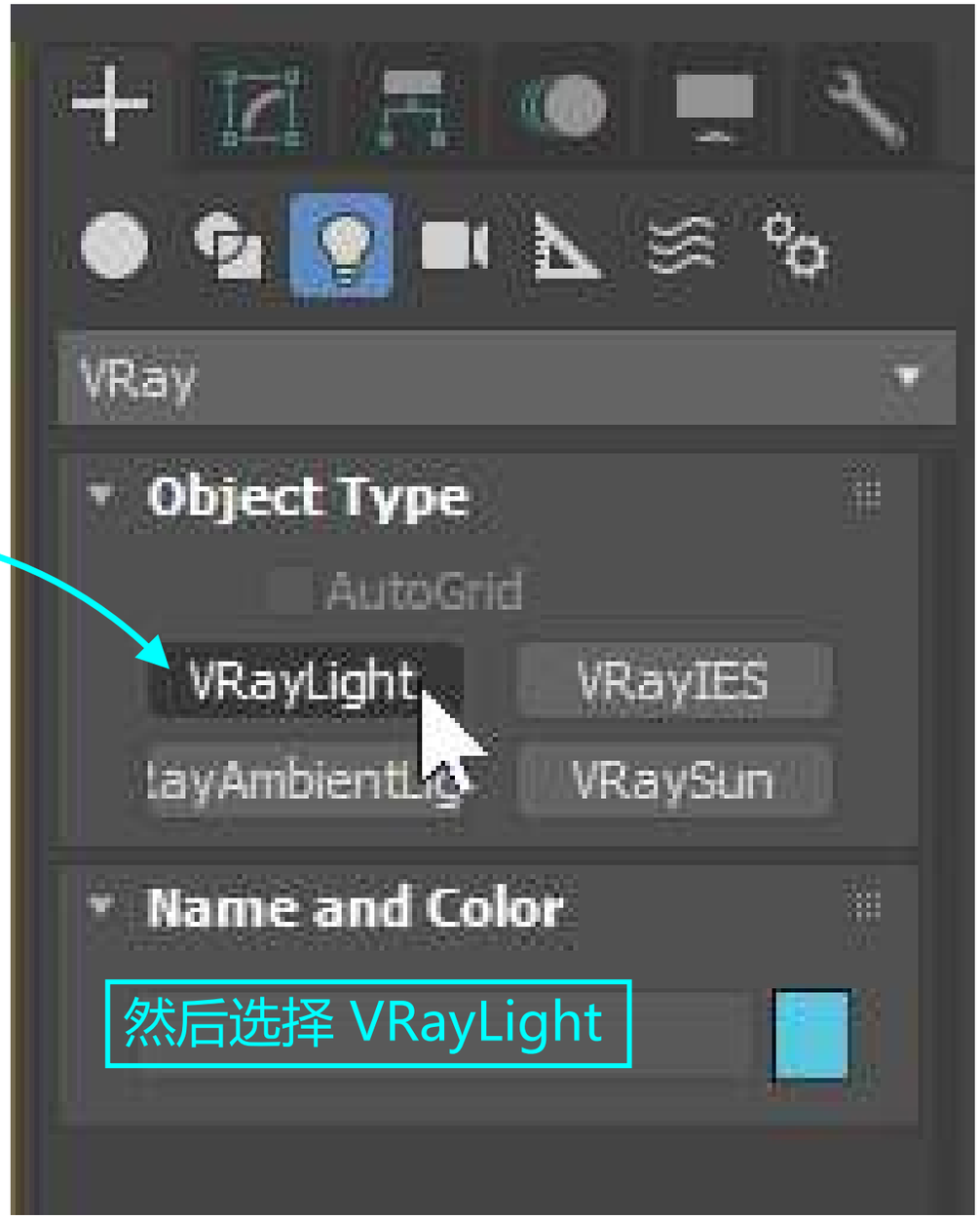
为什么不可以把 light 隐藏呢?

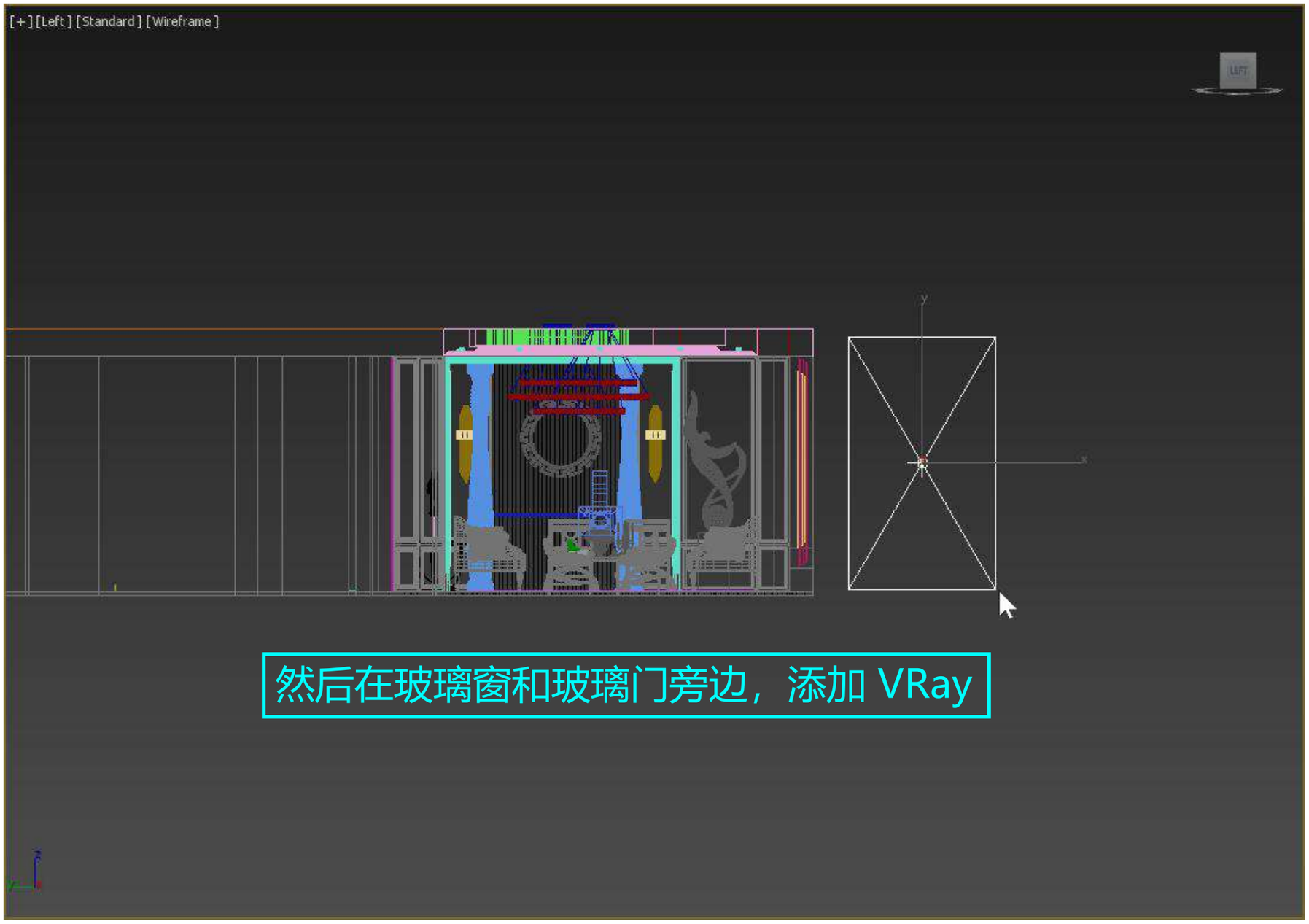
因为 rendering 时，会把隐藏的光也一起 rendering 出来...


Workspace: Default
Edit
Tools
Group
Views
Create
Modifiers
Lights
All
Geometry
Shapes
Lights
Cameras
Helpers
Warps
Combos...
Bone
IK Chain Object
Point
CAT Bone
Modeling
Freeform
Object Paint
Polygon Modeling
现在我们切换成 All
Select
Display
] [Standard] [Default Shading]
Name (Sorted Ascen

接下来，我们要添加 VRay 光线

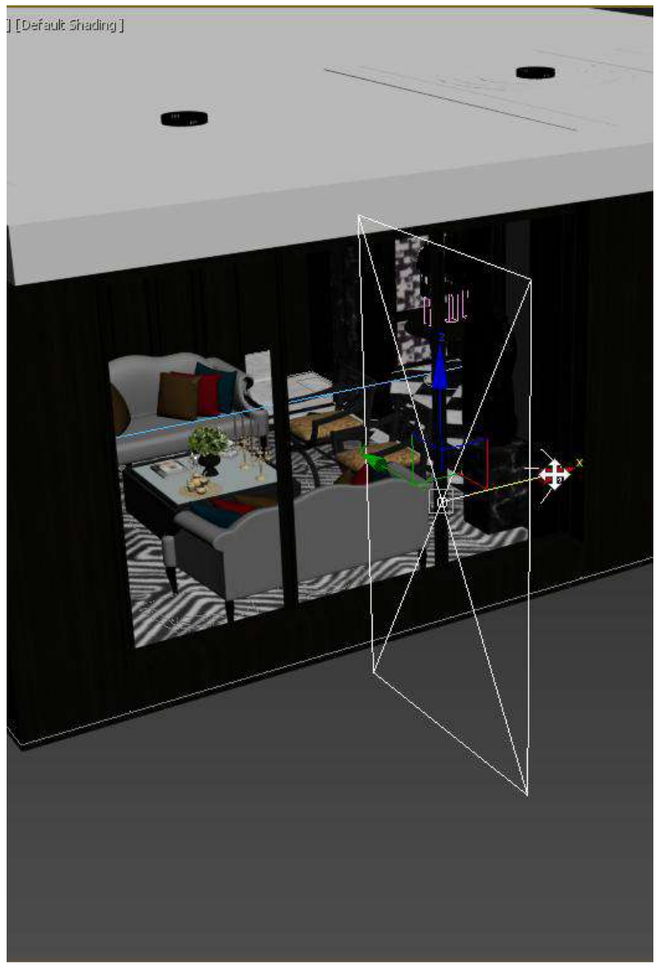


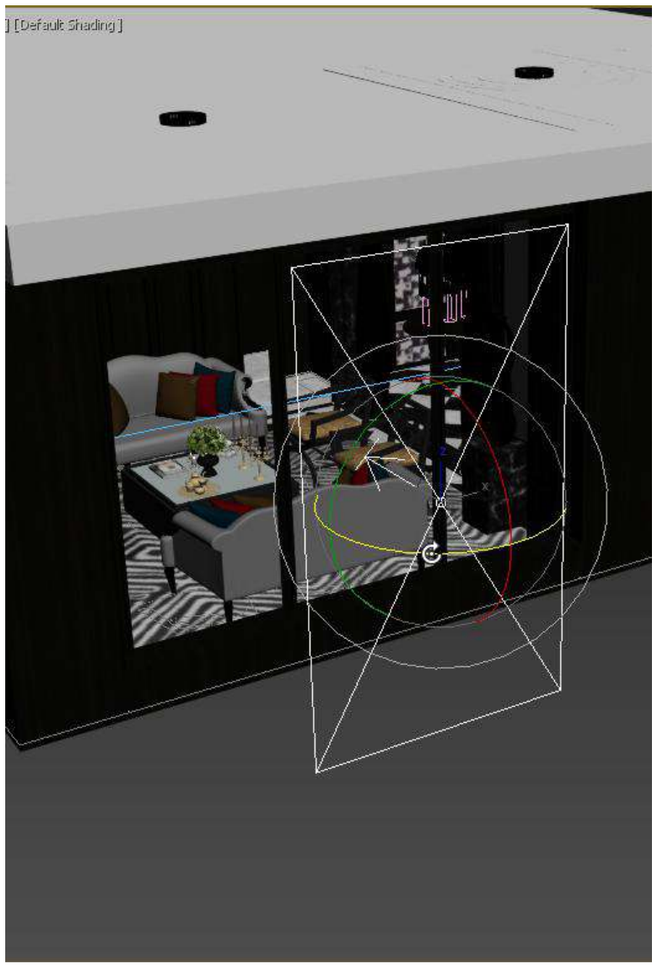


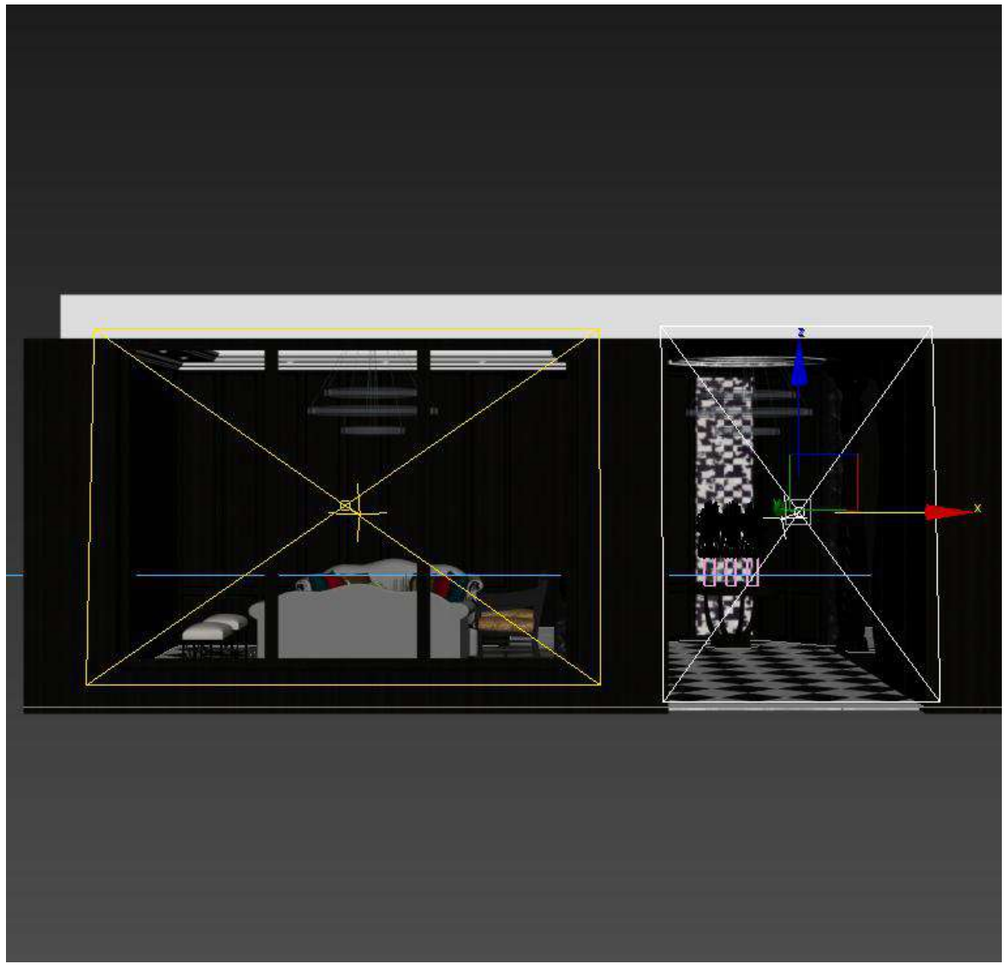


注意，最好先切换成“L” 视图才来添加 VRay

接下来我们切换成“P”视图 (Perspective) 来调整 VRayLight

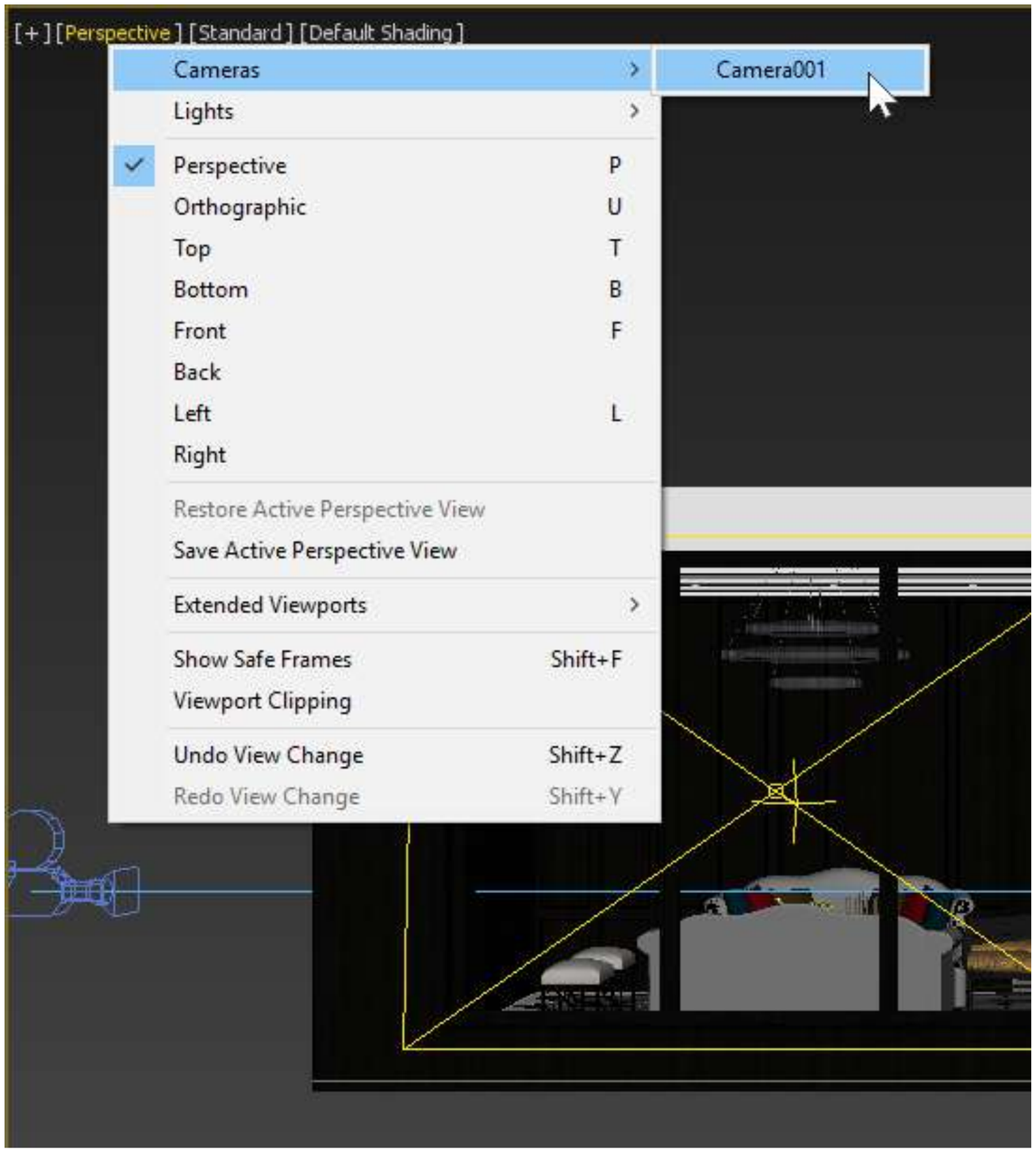






调整位置，旋转光射角度和缩放 VRayLight

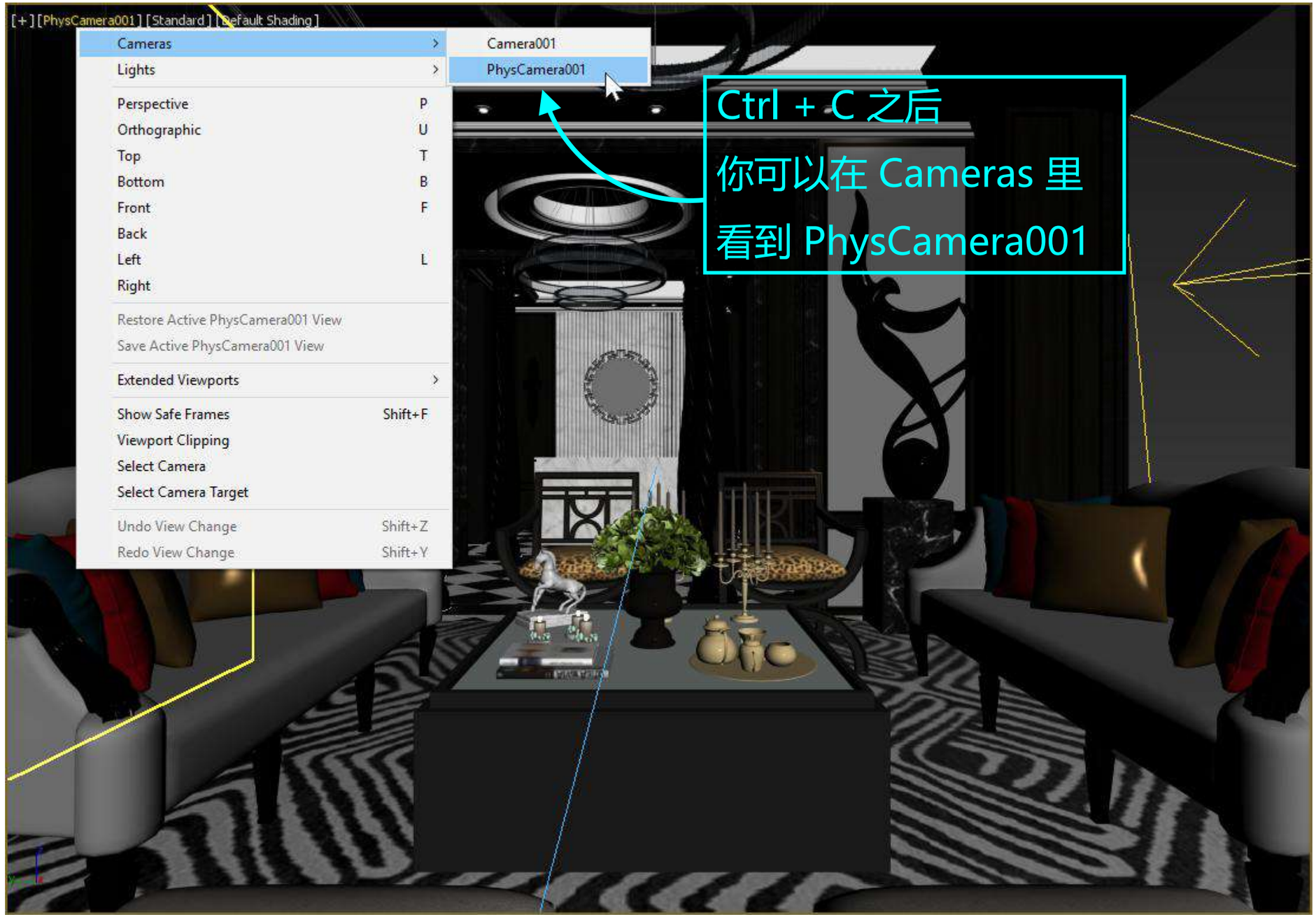
调整 VRayLight 好了后，现在轮到 Camera 的部分



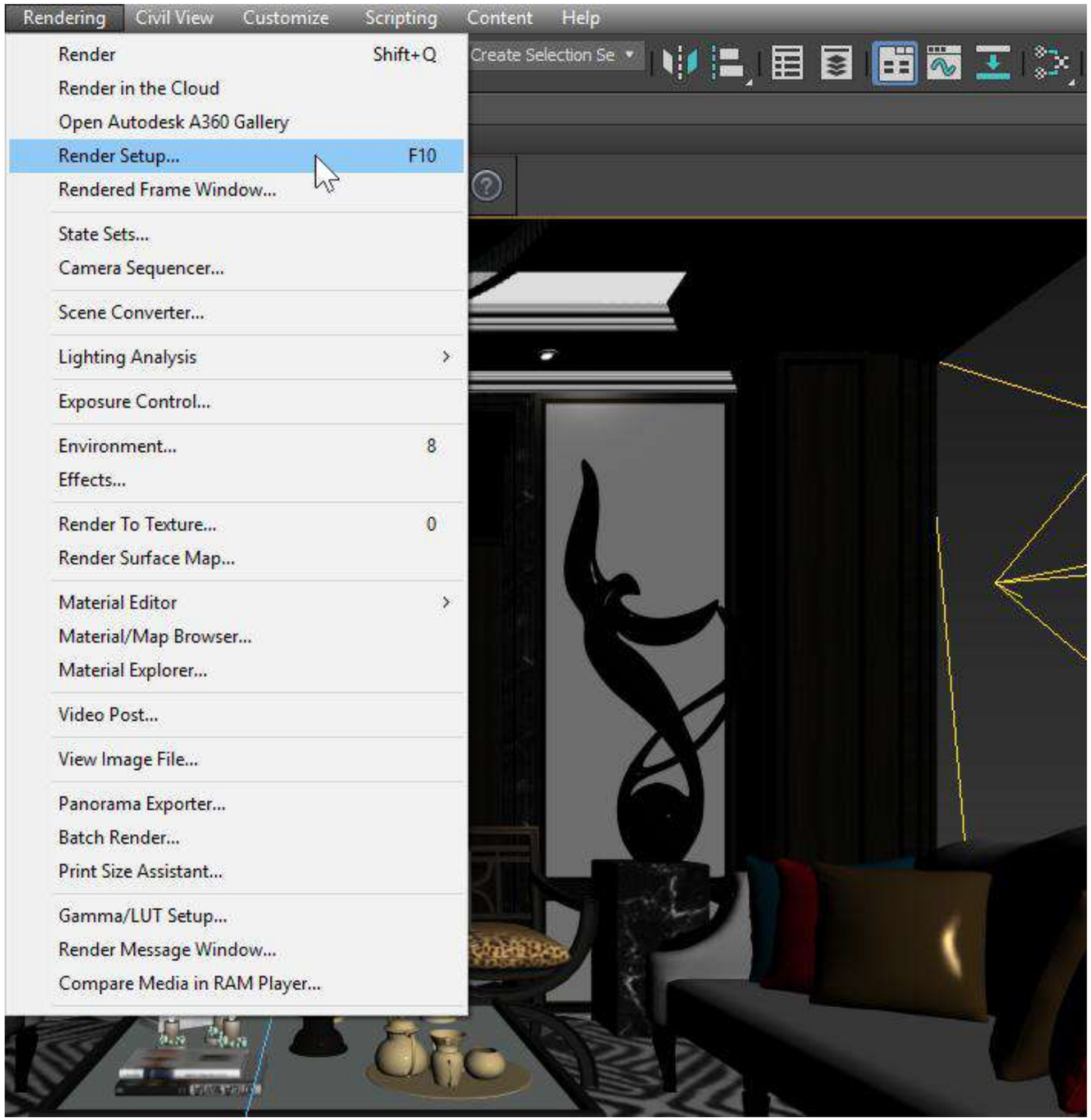
或者

在“P”视图，调整到你想要的拍摄角度

然后 Ctrl + C 来添加 PhysCamera



调整好你想要的拍摄角度之后，下一步就来 Rendering



接下来我们进入 Render Setup

确保 Renderer: V-Ray Adv 3.40.01

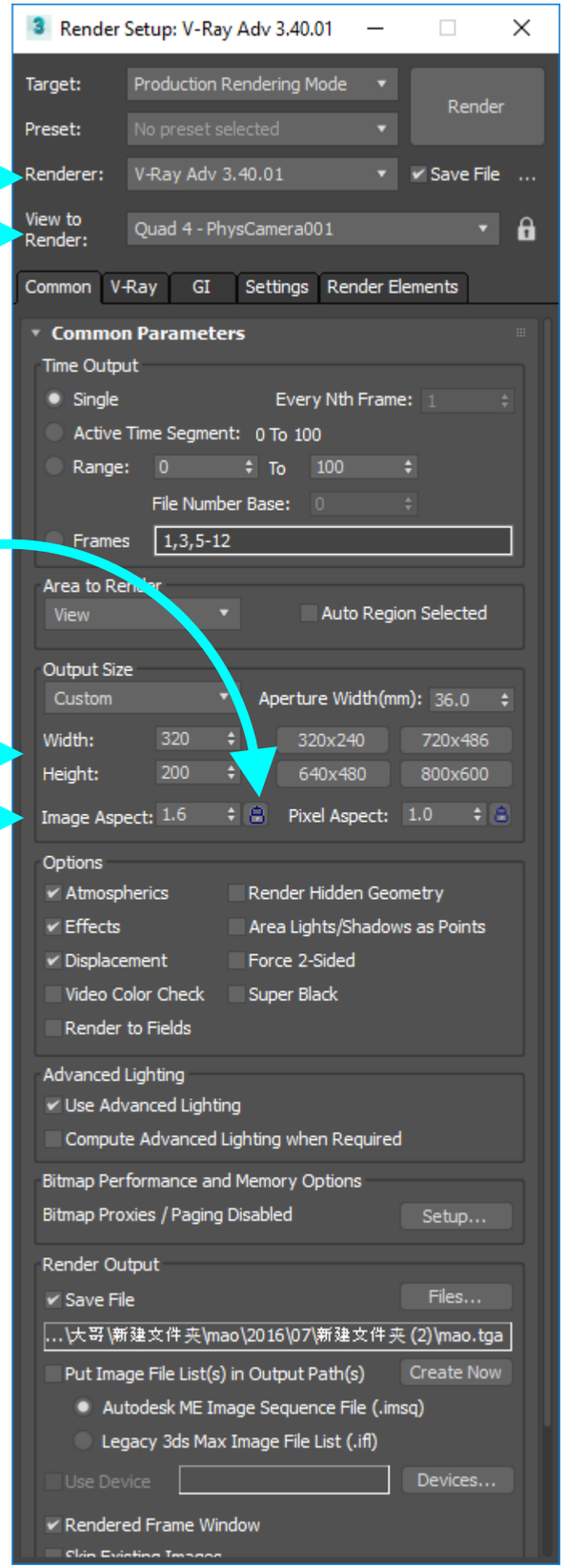
确保 View to Render: Quad 4

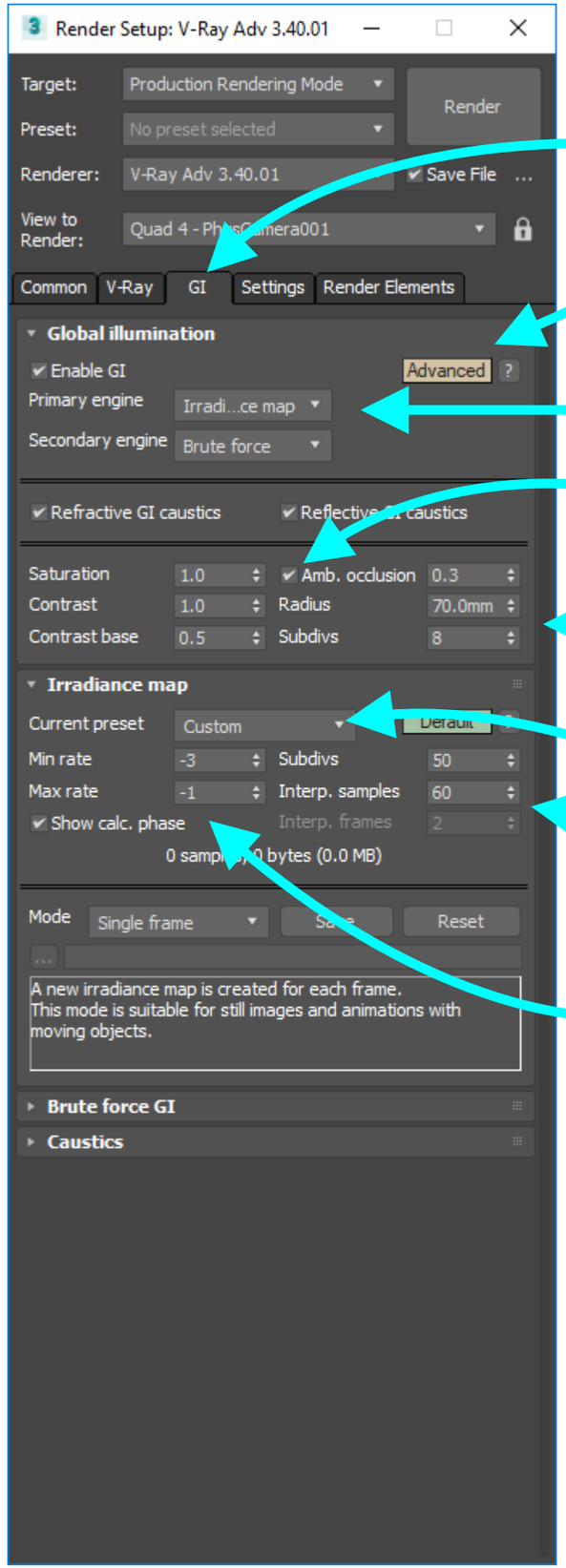
确保锁头 unlock

- lock
- unlock

Render 画质改成 320 x 200

当你改完之后，就会自动变成 1.6





到 **GI** 部分

改成 Advanced

Primary engine: Irradiance map

Secondary engine: Brute force

打勾 Amb. occlusion

Amb. Occlusion: 0.3

Radius: 70.0mm

Subdivs: 8

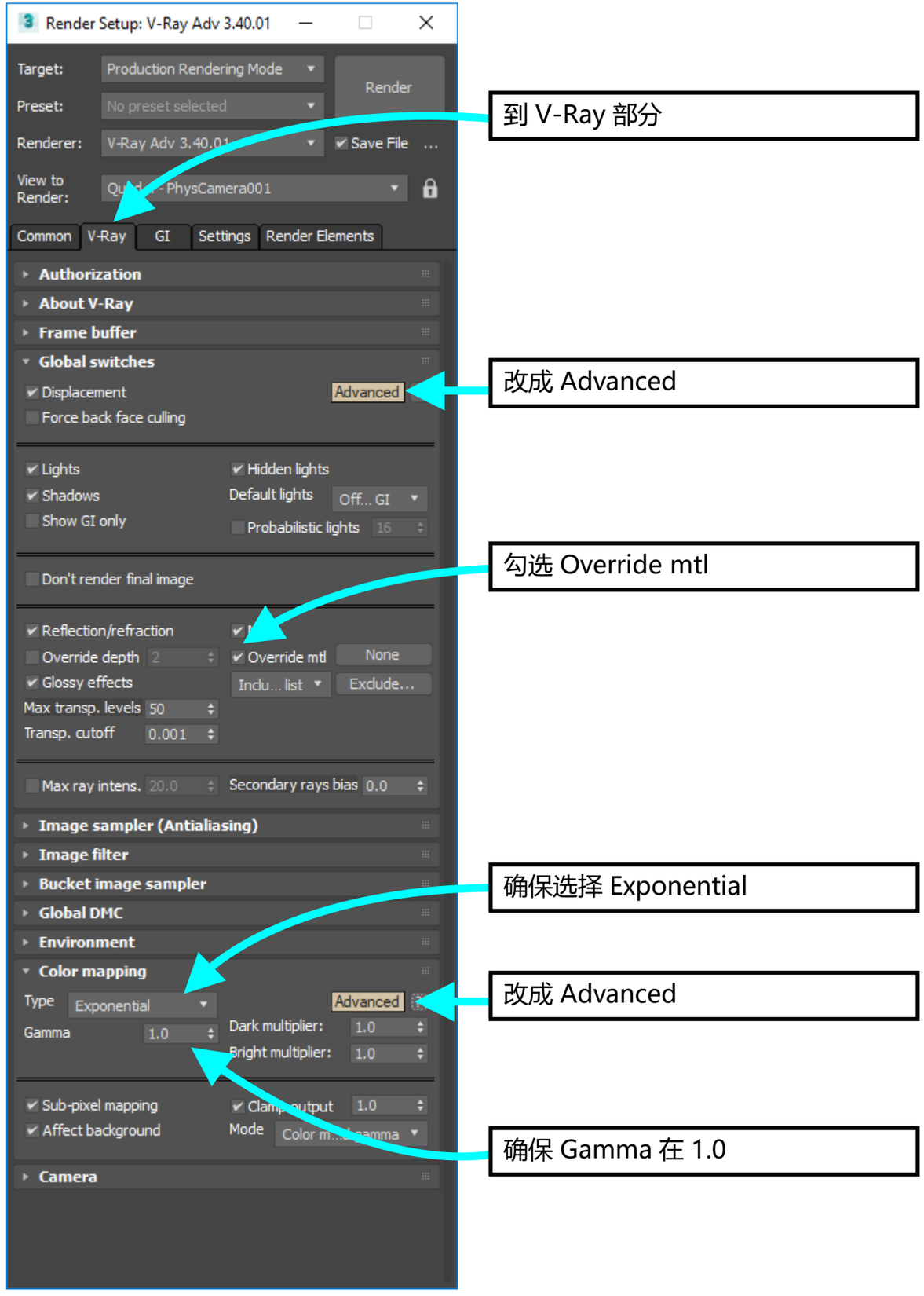
改成 Custom

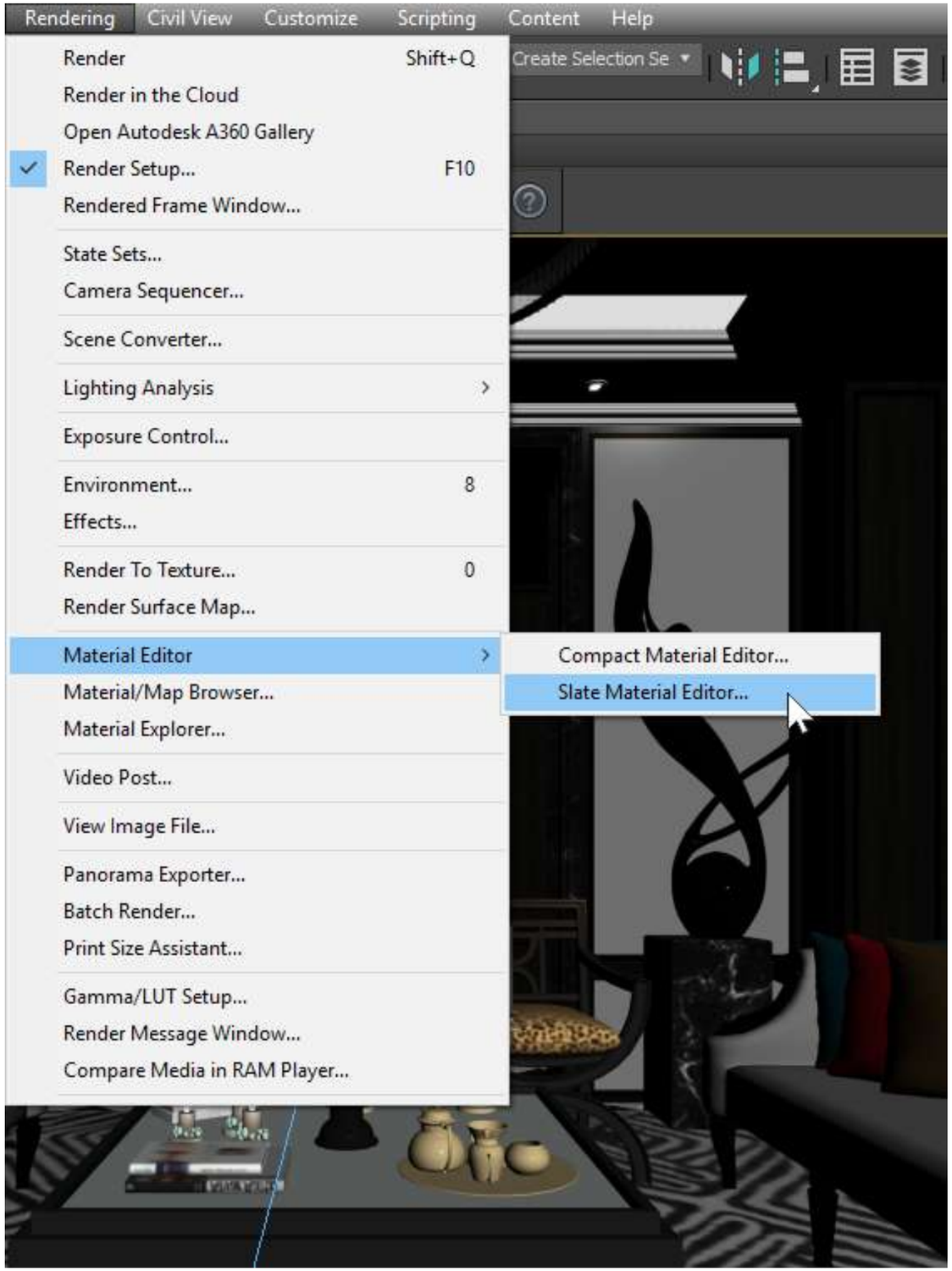
Subdivs: 50

Interp. Samples: 60

Min rate: -3

Max rate: -1


Render Setup: V-Ray Adv 3.40.01
Target:
Production Rendering Mode
Render
Preset:
No preset selected
Renderer:
V-Ray Adv 3.40.01
Save File
View to Render:
PhysCamera001
Common
V-Ray
GI
Settings
Render Elements
Authorization
About V-Ray
Frame buffer
Global switches
Displacement
Advanced
Force back face culling
Lights
Hidden lights
Shadows
Default lights
Off... GI
Show GI only
Probabilistic lights
16
Don't render final image
Reflection/refraction
Override depth
2
Override mtl
None
Glossy effects
Inclu... list
Exclude...
Max transp. levels
50
Transp. cutoff
0.001
Max ray intens.
20.0
Secondary rays bias
0.0
Image sampler (Antialiasing)
Image filter
Bucket image sampler
Global DMC
Environment
Color mapping
Type
Exponential
Advanced
Gamma
1.0
Dark multiplier:
1.0
Bright multiplier:
1.0
Sub-pixel mapping
Affect background
Mode
Camera
到 V-Ray 部分
改成 Advanced
勾选 Override mtl
确保选择 Exponential
改成 Advanced
确保 Gamma 在 1.0



接下来我们进入 Slate Material Editor

把 Render Setup 移去旁边，待会我们会用到

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freefo

Polygon Modeling

Select Display

Slate Material Editor

Modes Material Edit Select View Options Tools Utilities

View1

Material/Map Browser

Search by Name ...

- Materials
- General
Physical Material
Double Sided
Ink 'n Paint
Matte/Shadow
Morpher
Multi/Sub-Object
Shell Material
Top/Bottom
XRef Material
- Scanline
Advanced Lighting...
Standard
- V-Ray
VRay2SidedMtl
VRayBlendMtl
VRayBumpMtl
VRayCarPaintMtl
VRayFastSSS2
VRayFlakesMtl
VRayGLSLMtl
VRayHairMtl
VRayLightMtl
VRayMtl
VRayMtlWrapper
VRayOSLMtl
VRayOverrideMtl
VRayPointParticleMtl
VRayScannedMtl
VRayScatterVolume
VRaySimbiontMtl
VRaySkinMtl
VRayStochasticFlake...
VRayVectorDisplBake
VRayVRmatMtl
- Maps

View1

Navigator

Material #2142146375 (VRayMtl)

Material #2142146375

Basic parameters

Diffuse Roughness 0.0

Reflect Subdivs 8

HGlossiness L 1.0 AA: 6/6; px: 6/96

RGlossiness 1.0 Max depth 5

Fresnel reflections Exit color

Fresnel IOR L 1.6 Dim distance 100.0mm

Affect channels Col...nly Dim fall off 0.0

Refract Subdivs 8

Glossiness 1.0 AA: 6/6; px: 6/96

IOR 1.6 Max depth 5

Abbe number 50.0 Exit color

Affect channels Col...nly Affect shadows

Fog color Fog bias 0.0

Fog multiplier 1.0

Translucency None Thickness 1000.0mm

Scatter coeff 0.0 Back-side color

Fwd/bck coeff 1.0 Light multiplier 1.0

Self-illumination GI Mult 1.0

BRDF

Blinn Anisotropy (-1..1) 0.0

105%

Rendering finished

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01 Save File ...

View to Render: Quad 4 - PhysCamera001

Render

Common V-Ray GI Settings Render Elements

Common Parameters

Time Output

Single Every Nth Frame: 1

Active Time Segment: 0 To 100

Range: 0 To 100

File Number Base: 0

Frames 1,3,5-12

Area to Render

View Auto Region Selected

Output Size

Custom Aperture Width(mm): 36.0

Width: 320 320x240 720x486

Height: 200 640x480 800x600

Image Aspect: 1.6 Pixel Aspect: 1.0

Options

Atmospherics Render Hidden Geometry

Effects Area Lights/Shadows as Points

Displacement Force 2-Sided

Video Color Check Super Black

Render to Fields

Advanced Lighting

Use Advanced Lighting

Compute Advanced Lighting when Required

Bitmap Performance and Memory Options

Bitmap Proxies / Paging Disabled Setup...

Render Output

Save File Files...

C:\Users\Admin\Desktop\rt.tif

Put Image File List(s) in Output Path(s) Create Now

Autodesk ME Image Sequence File (.imsq)

Legacy 3ds Max Image File List (.ifl)

None Selected

Click or click-and-drag to select objects

X: -3267.939r Y: -5870.463r Z: 0.0mm Grid = 10.0mm

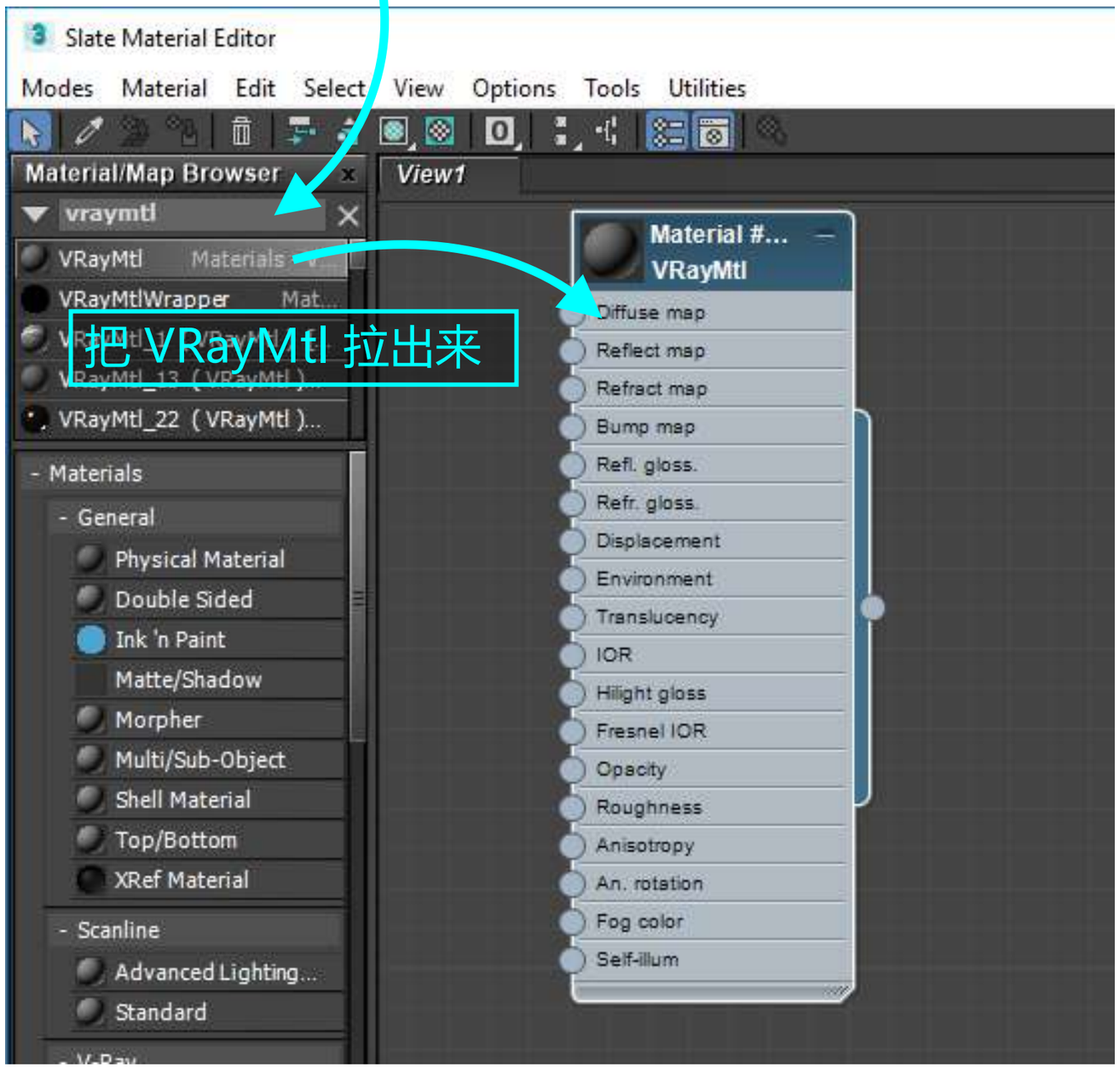
Add Time Tag

Auto Key Selected

Set Key Key Filters...

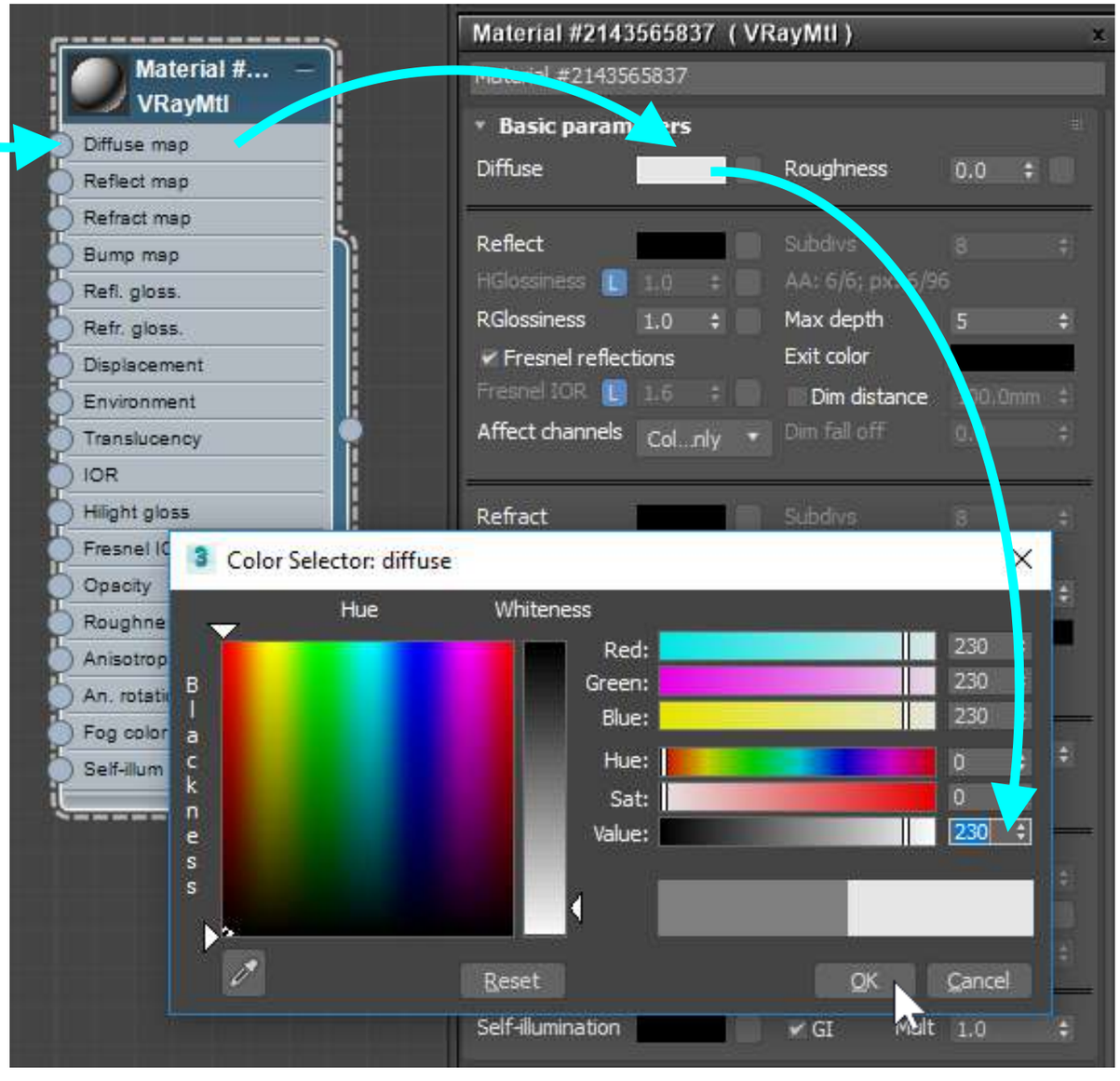
Welcome to Mi

在 Material / Map Browser 输入“vraymtl”　(vraymtl – vray material)



Double click “Diffuse map”

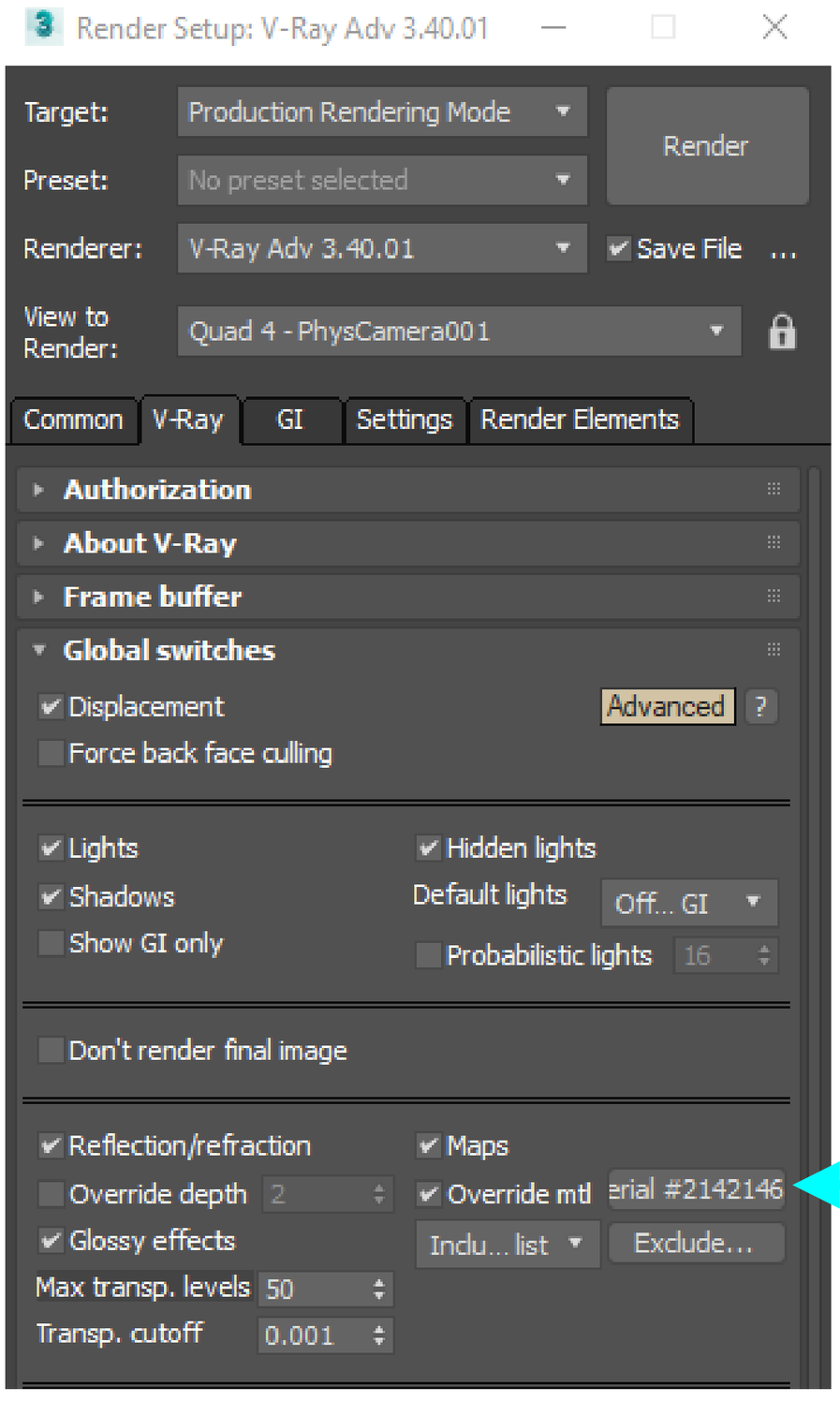
Double click “Diffuse” 来改颜色



把 128 改成 230

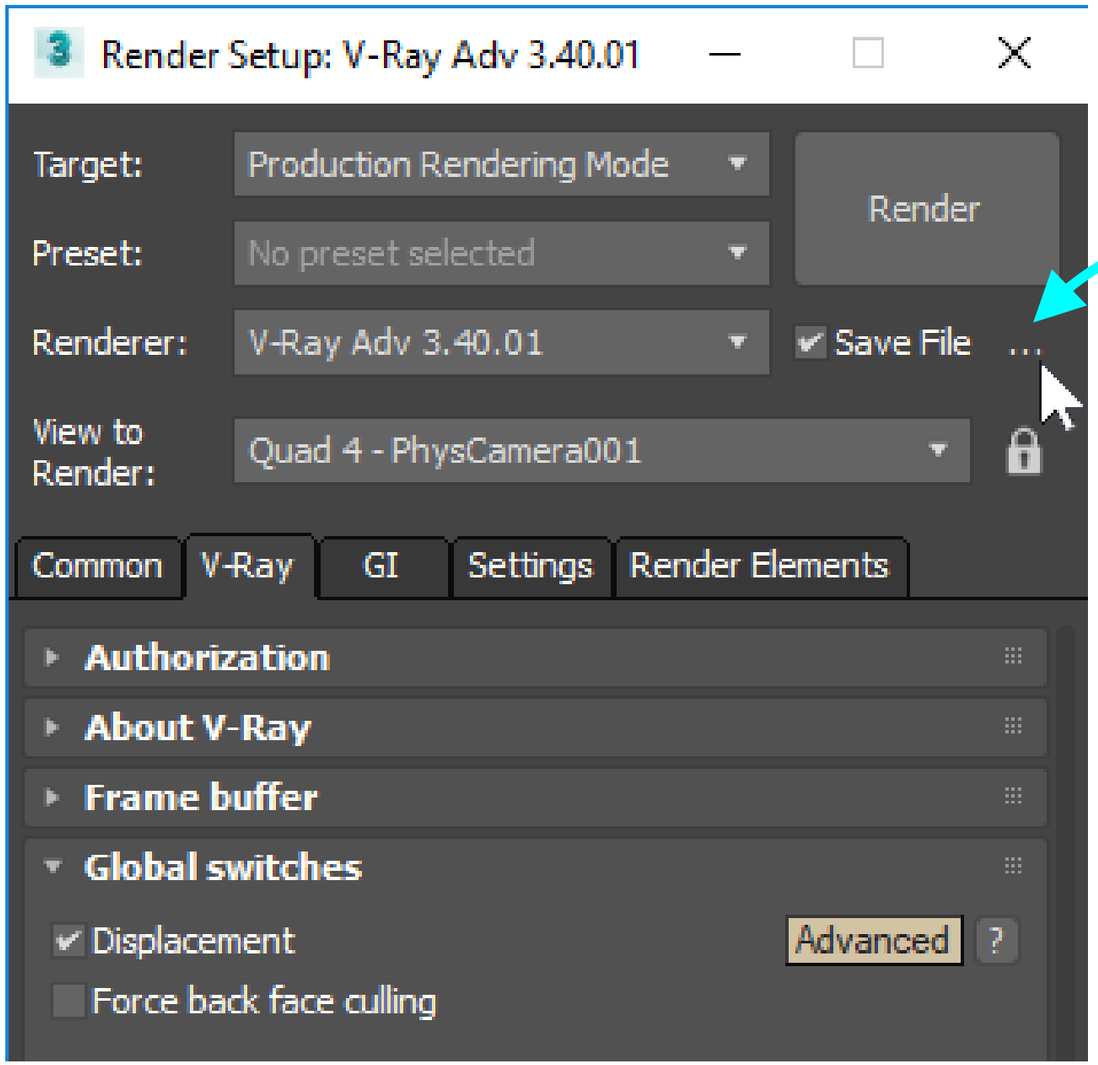
把 VRayMtl 拉到 Override mtl 旁边的框

选 Instance
然后按 OK

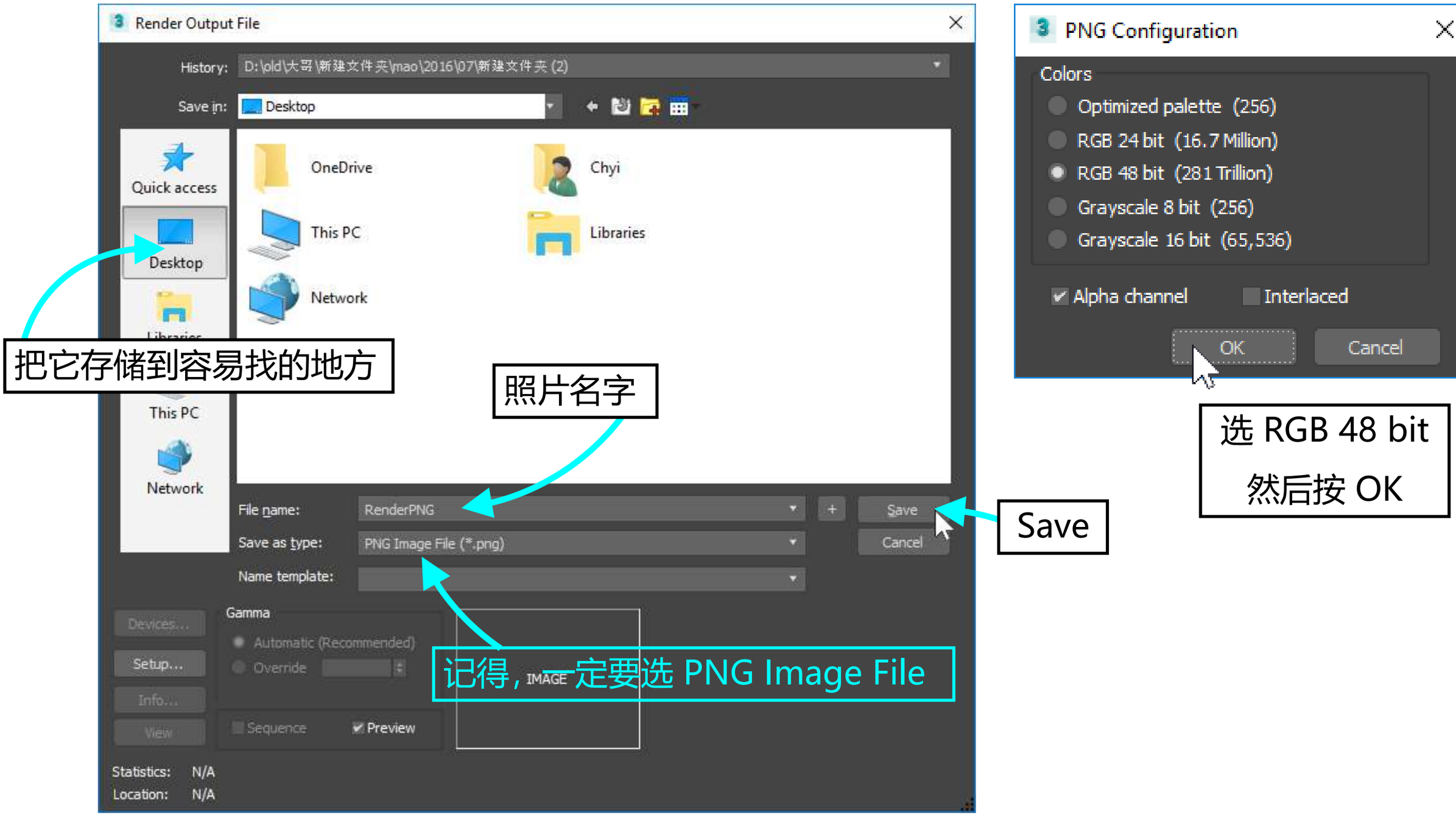


之后，Override mtl 旁边的框出现 Material #2142146 数目字

接下来我们就可以 render 白膜了



按下 Save File 后面的三个点 “...”


Render Output File
History: D:\old\大哥\新建文件夹\mao\2016\07\新建文件夹 (2)
Save in: Desktop
Quick access
Desktop
Libraries
This PC
Network
OneDrive
Chyi
This PC
Libraries
Network
把它存储到容易找的地方
照片名字
File name: RenderPNG
Save as type: PNG Image File (*.png)
Name template:
Save
Cancel
记得，一定要选 PNG Image File
Devices...
Setup...
Info...
View
Gamma
Automatic (Recommended)
Override
Sequence
Preview
Statistics: N/A
Location: N/A
PNG Configuration
Colors
Optimized palette (256)
RGB 24 bit (16.7 Million)
RGB 48 bit (281 Trillion)
Grayscale 8 bit (256)
Grayscale 16 bit (65,536)
Alpha channel
Interlaced
OK
Cancel
选 RGB 48 bit
然后按 OK
Save

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

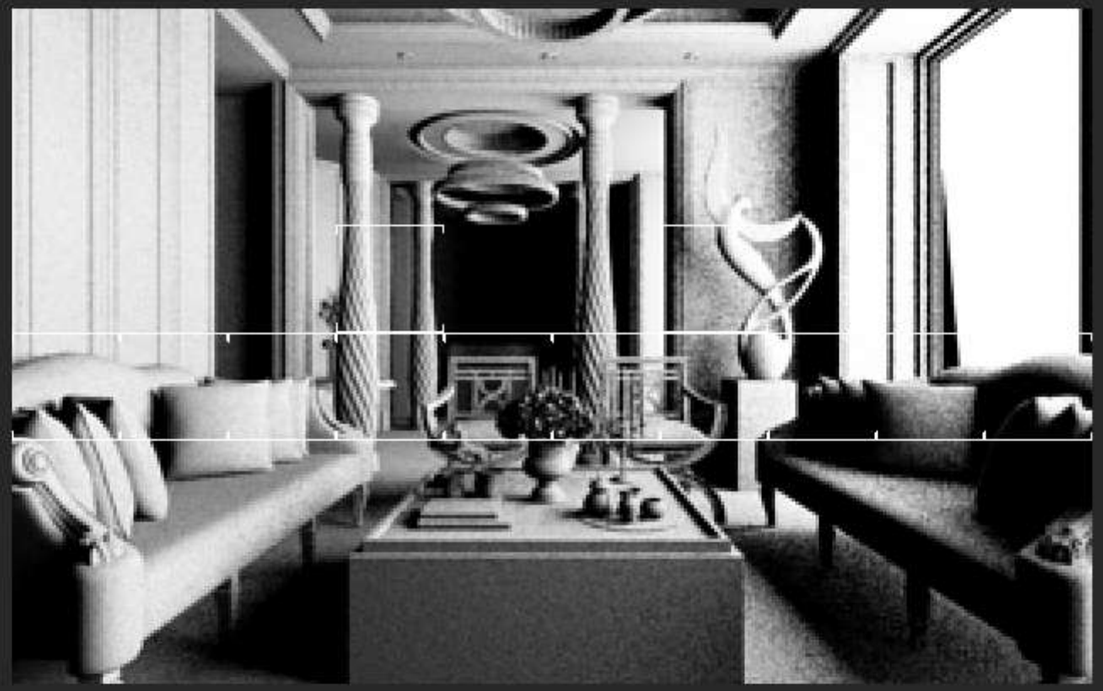
Select Display Ed

Name (Sorted Ascendi

Helix050
Helix051
Helix052
Layer:DS-G
Line004
Line005
Line006
Line202922
Line202922
Object008
PhysCamer
PhysCamer
Rectangle0
Rectangle0
Rectangle0
Rectangle0
Rectangle0
Rectangle0
Rectangle1
Rectangle1
Rectangle1
Rectangle1
Rectangle1
Rectangle2
VRayLight0
VRayLight0
w-cg.taoba
w-cg.taoba
wind004
wind007
组019
组042
组494
雕像01
雕像002

V-Ray frame buffer - [200% of 320 x 200]

RGB color



按下“Render”button，就开始了

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01 Save File ...

View to Render: Quad 4 - PhysCamera001

Render

Common V-Ray GI Settings Render Elements

Common Parameters

Time Output

Single Every Nth Frame: 1

Active Time Segment: 0 To 100

Range: 0 To 100

File Number Base: 0

Rendering - RenderPNG.png

Total Animation: Stop Cancel

Current Task: Rendering image... [00:00:01.5] [00:00:03.6 est]

Common Parameters

Rendering Progress:

Frame # 0 Last Frame Time: 0:00:16

1of 1 Total Elapsed Time: 0:00:00

Pass # 1/1 Time Remaining: ??:??:??

Render Settings:

Viewport: PhysCamera001 Width: 320

Start Time: 0 Height: 200

End Time: 0 Pixel Aspect Ratio: 1.00000

Nth Frame: 1 Image Aspect Ratio: 1.60000

Hidden Geometry: Hide Render to Fields: No

Render Atmosphere: Yes Force 2-Sided: No

Use Adv. Lighting: Yes Compute Adv. Lighting: No

Output Settings:

File Name: C:\Users\Chyi\Desktop\RenderPNG.png

Device Name:

File Output Gamma: 1.00 Nth Serial Numbering: No

Video Color Check: No Dither Paletted: Yes

Super Black: No Dither True Color: Yes

Scene Statistics:

Objects: 0 Lights: 0

Faces: 0 Shadow Mapped: 0

Memory Used: P:2142.6M Ray Traced: 0

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Rendering Time 0:00:16

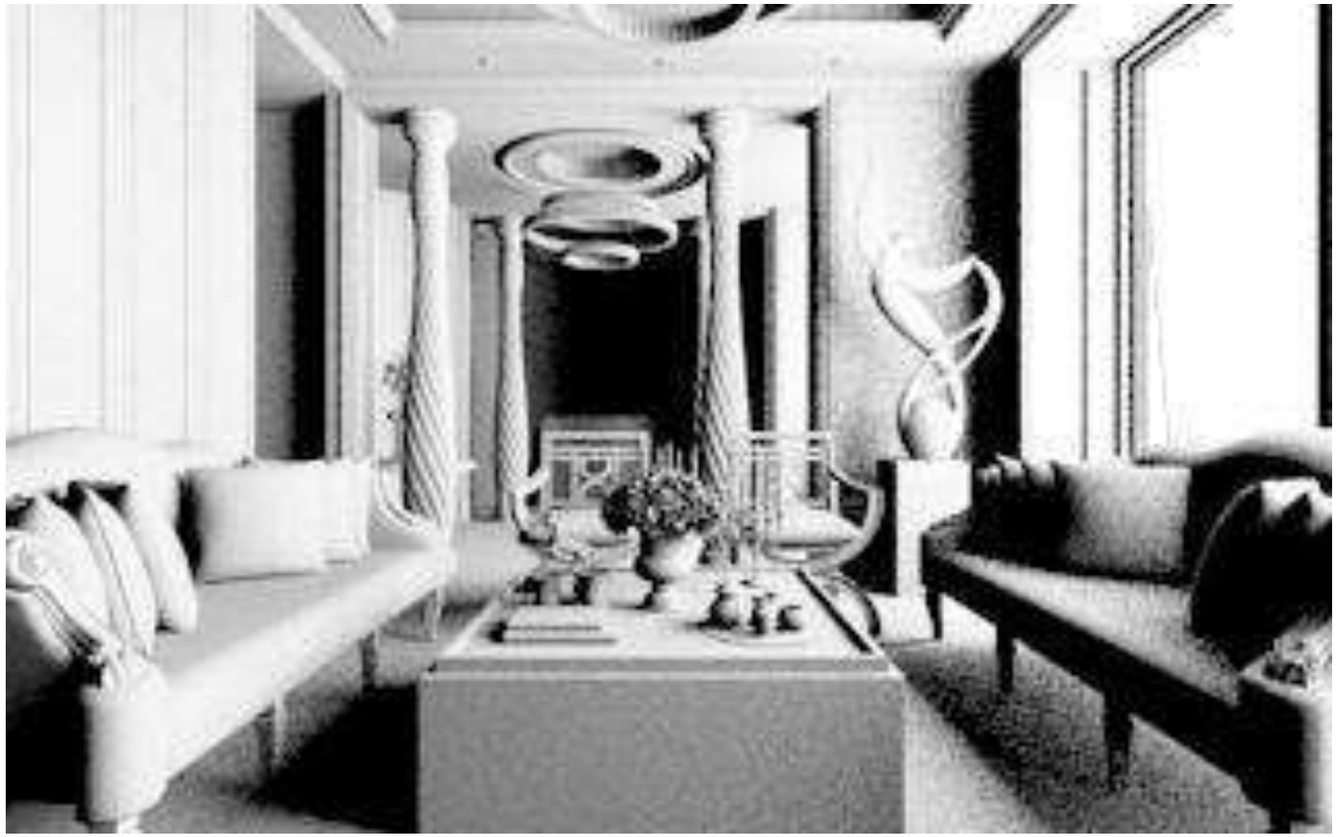
X: -12648.206 Y: -3938.729 Z: 0.0mm Grid = 10.0mm

Add Time Tag

Auto Key Selected

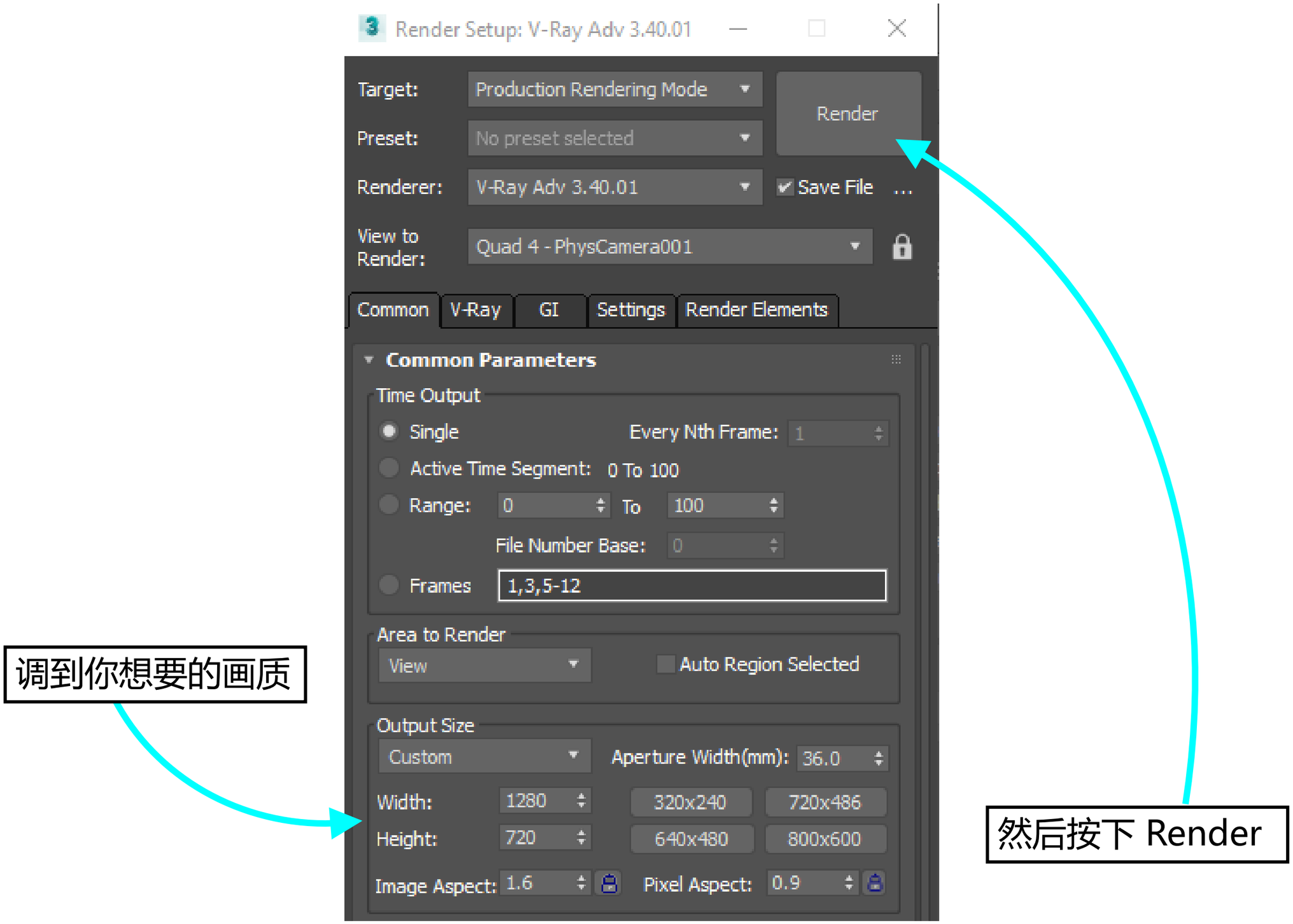
Set Key Key Filters...

Welcome to Mi



Render 出来的画面在 320 x 200

接下来我们试试 render 更大张的画质



调到你想要的画质

然后按下 Render

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01

Save File

Render

Render Elements

V-Ray frame buffer - [100% of 1280 x 720]

RGB color

越高清的画质，就越花时间来完成 rendering

Stop

Cancel

.. [00:00:33.9] [00:00:35.4 est]

Last Frame Time: 0:05:23

Elapsed Time: 0:00:00

Time Remaining: ??:??:??

Width: 1280

Height: 720

Pixel Aspect Ratio: 1.00000

Image Aspect Ratio: 1.77778

Render to Fields: No

Force 2-Sided: No

Compute Adv. Lighting: No

\Chyi\Desktop\RenderPNG.png

Nth Serial Numbering: No

Dither Paletted: Yes

Dither True Color: Yes

Lights: 0

Shadow Mapped: 0

Ray Traced: 0

None Selected

Rendering Time 0:05:23

Grid = 10.0mm

Add Time Tag

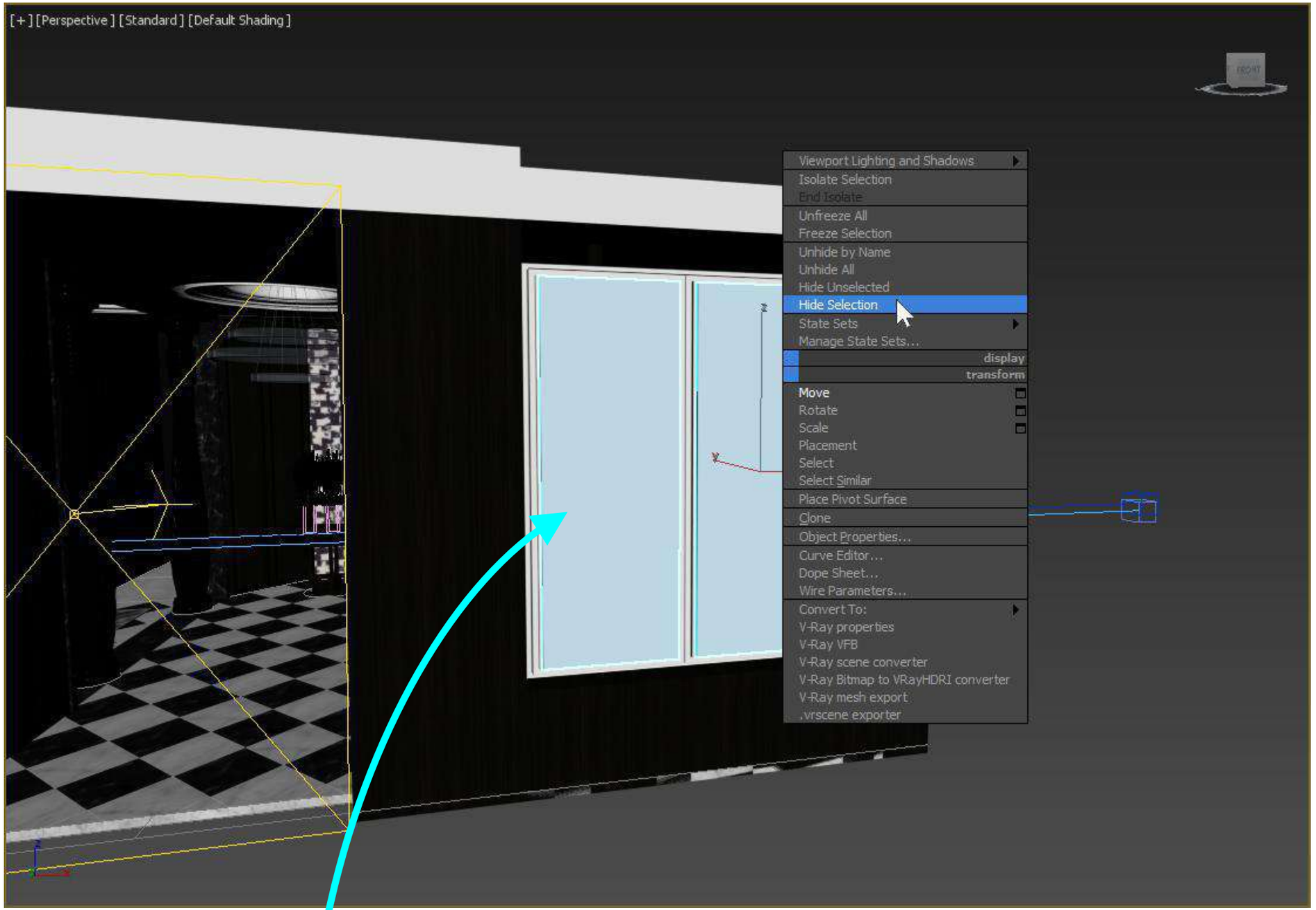
Auto Key Selected

Set Key Key Filters...

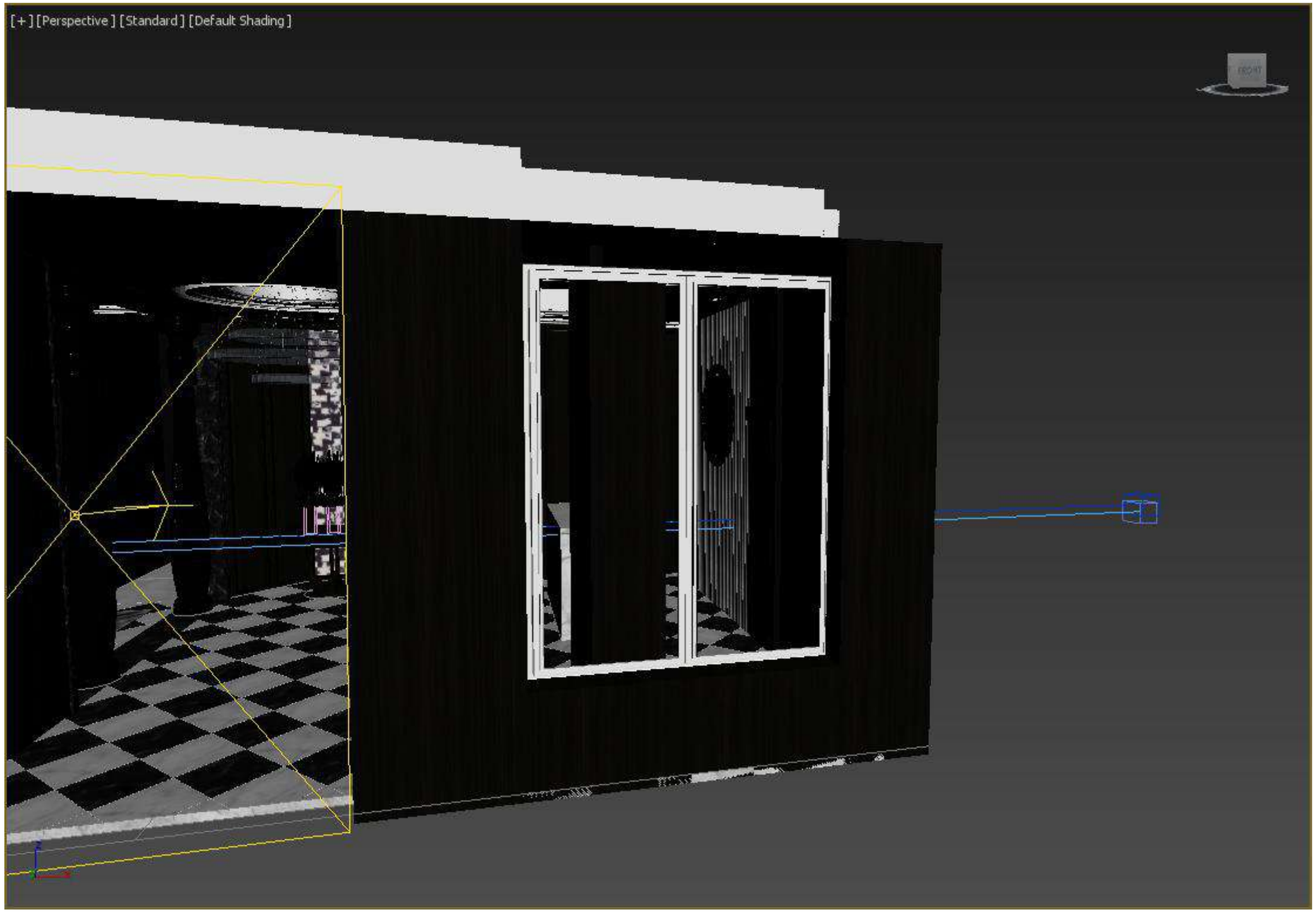
Welcome to M

完成了

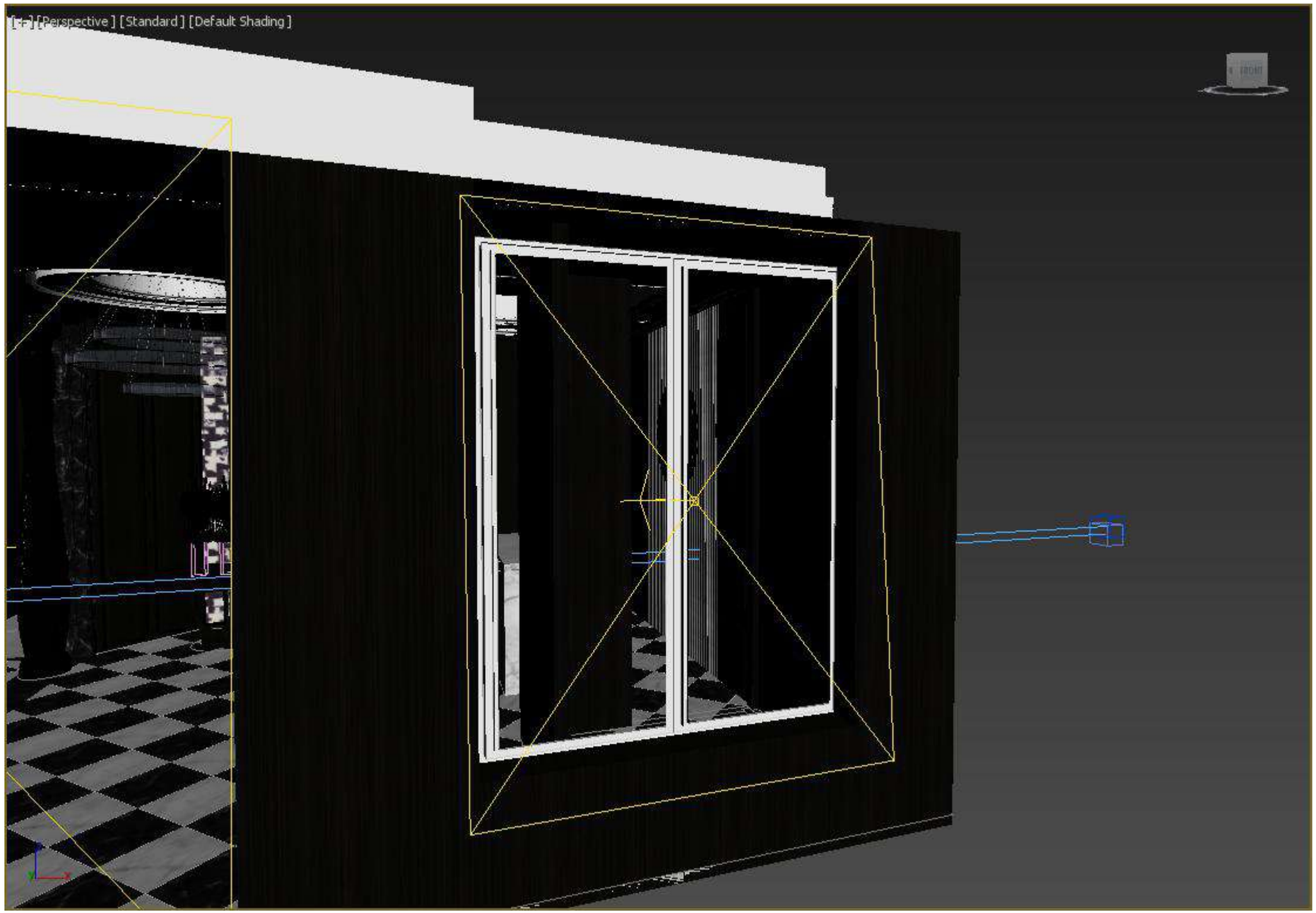
由于里面的部分太暗，也需要添加添加 VRayLight



把这两片窗口给隐藏起来



接下来我们添加 VRayLight 在窗口



添加完之后，我们回到 PhysCamera001，rendering 我们的室内视图

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

V-Ray frame buffer - [100% of 1280 x 720]

RGB color

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset:

Render

Save File

Render Elements

Every Nth Frame: 1

Stop Cancel

Last Frame Time: 0:00:00
Elapsed Time: 0:00:00
Time Remaining: ??:??:??

Width: 1280
Height: 720
Pixel Aspect Ratio: 1.00000
Image Aspect Ratio: 1.77778
Render to Fields: No
Force 2-Sided: No
Compute Adv. Lighting: No

Chyi\Desktop\RenderPNG.png

Nth Serial Numbering: No
Dither Paletted: Yes
Dither True Color: Yes

Lights: 0
Shadow Mapped: 0
Ray Traced: 0

None Selected

Rendering Time 0:00:00

Grid = 10.0mm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

Welcome to M

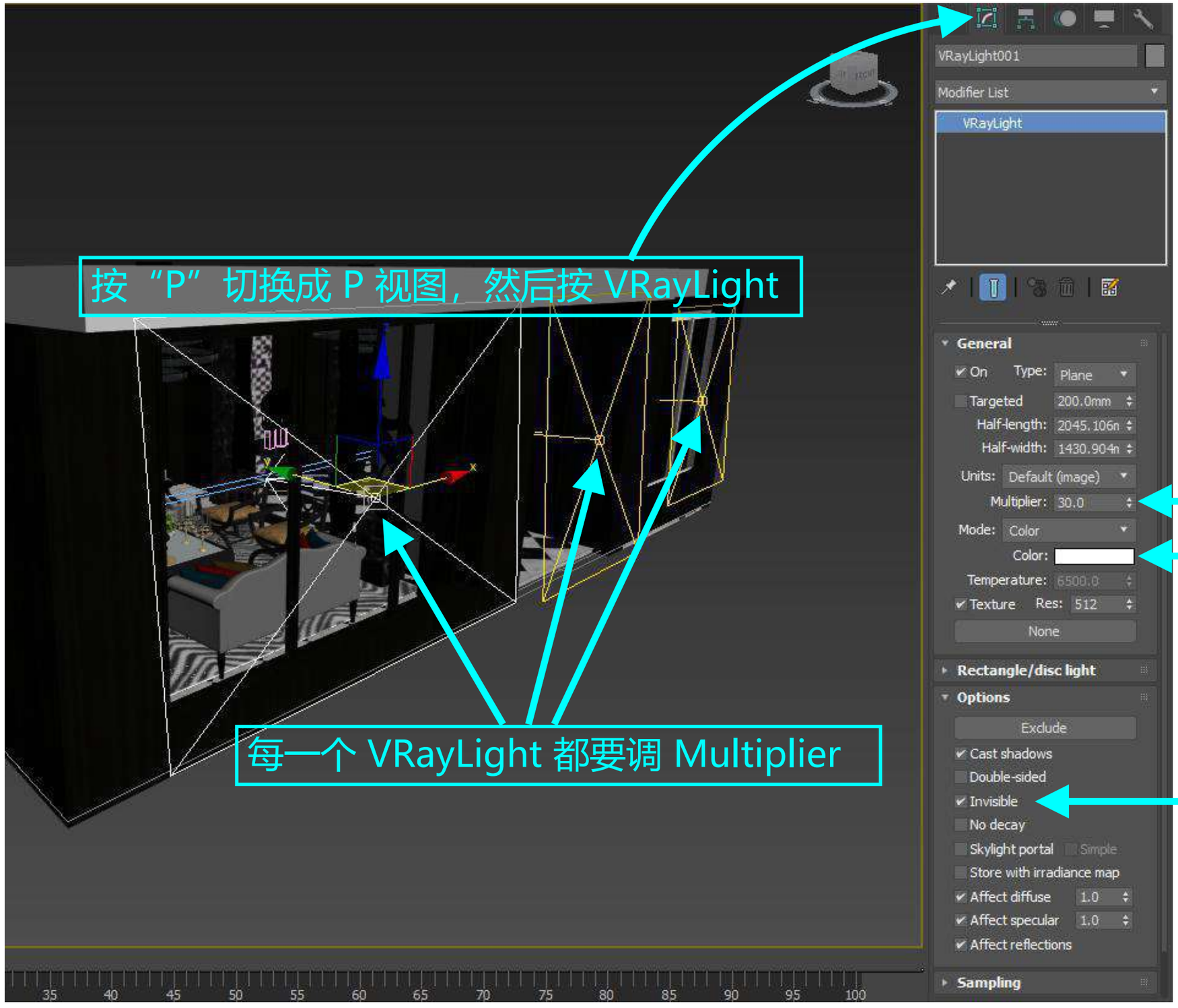
现在可以清楚看到里面了

接下来我们学如何调 VRay 光度，和添加环境光

from: Chyi

由于 render 出来的光太强，造成许多物品的表面太过亮白了

需要做一些调整来 Vray 光度，与及添加环境光来避免室内太暗



按下“Modify”

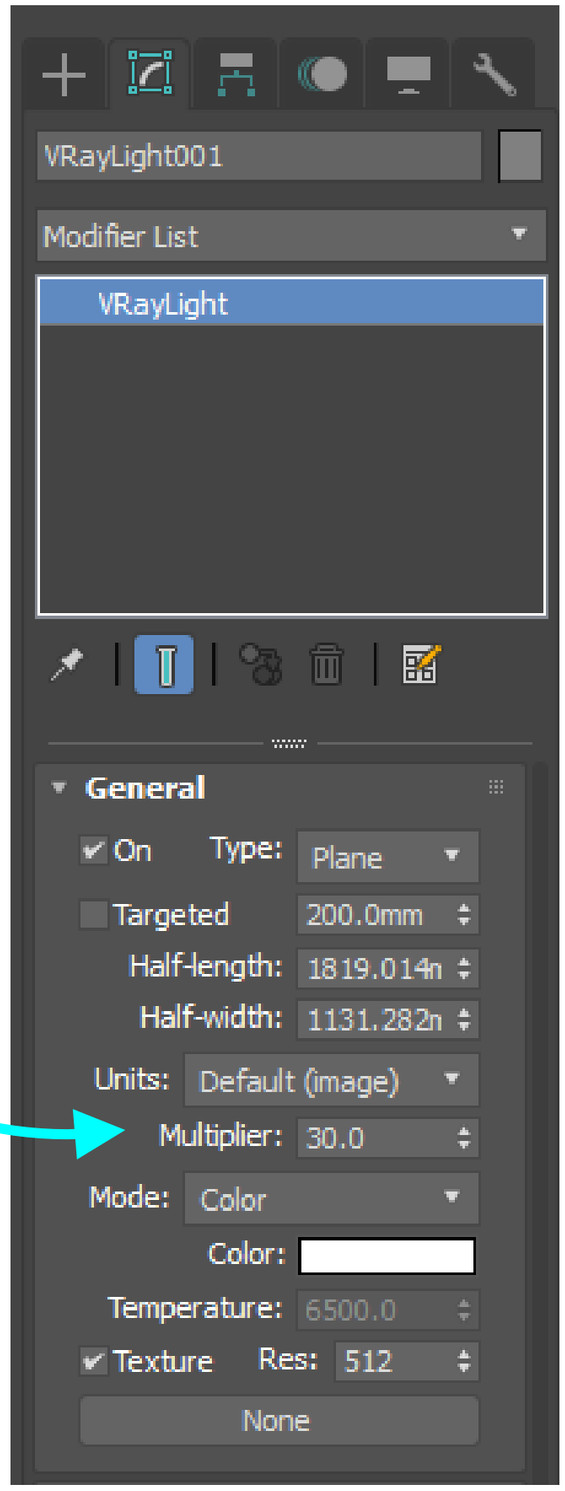
在 Mutliplier 里修改你的光亮度

颜色保持一样

不可以调颜色

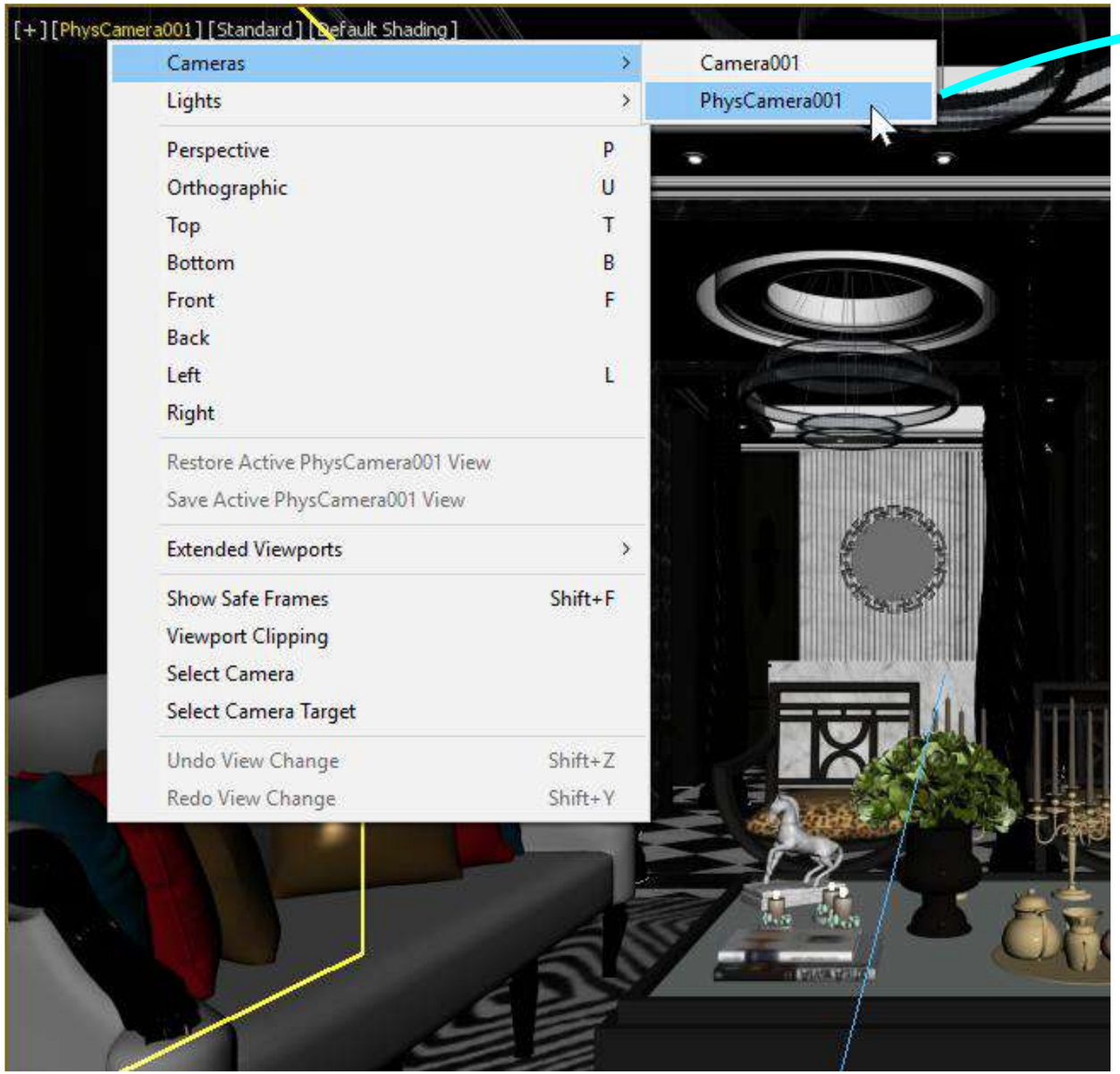
打勾 Invisible

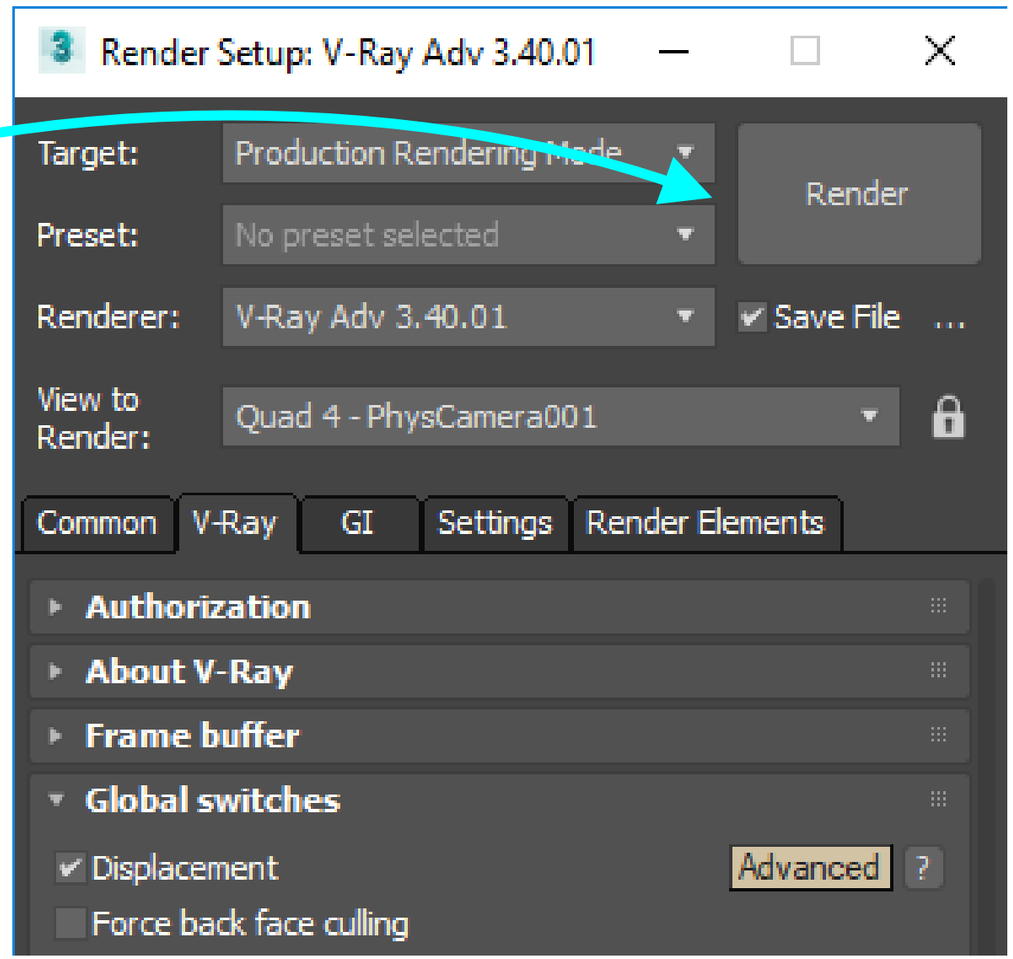
在 Mutliplier 里
修改你的光亮度



每个人用的建筑模型和角度都不一样
所以要得自己调了一次，然后再 render
直到 render 出来不会太亮，也不会太暗

切换回你的 PhysCamera001 视图，然后再按 Render





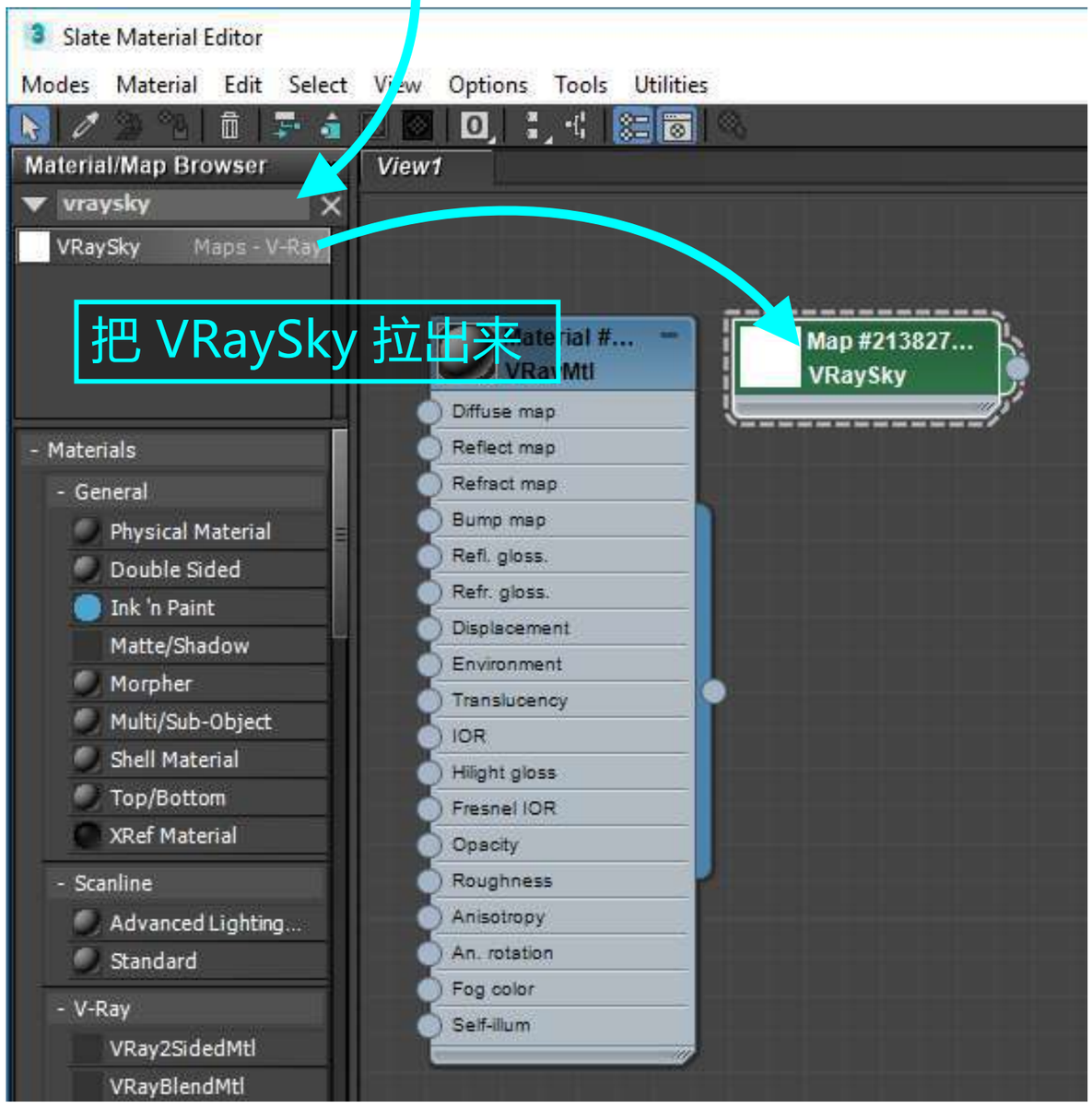
Mutliplier 30.0 太亮又太白，不行

Mutliplier 20.0 还是一样，不行

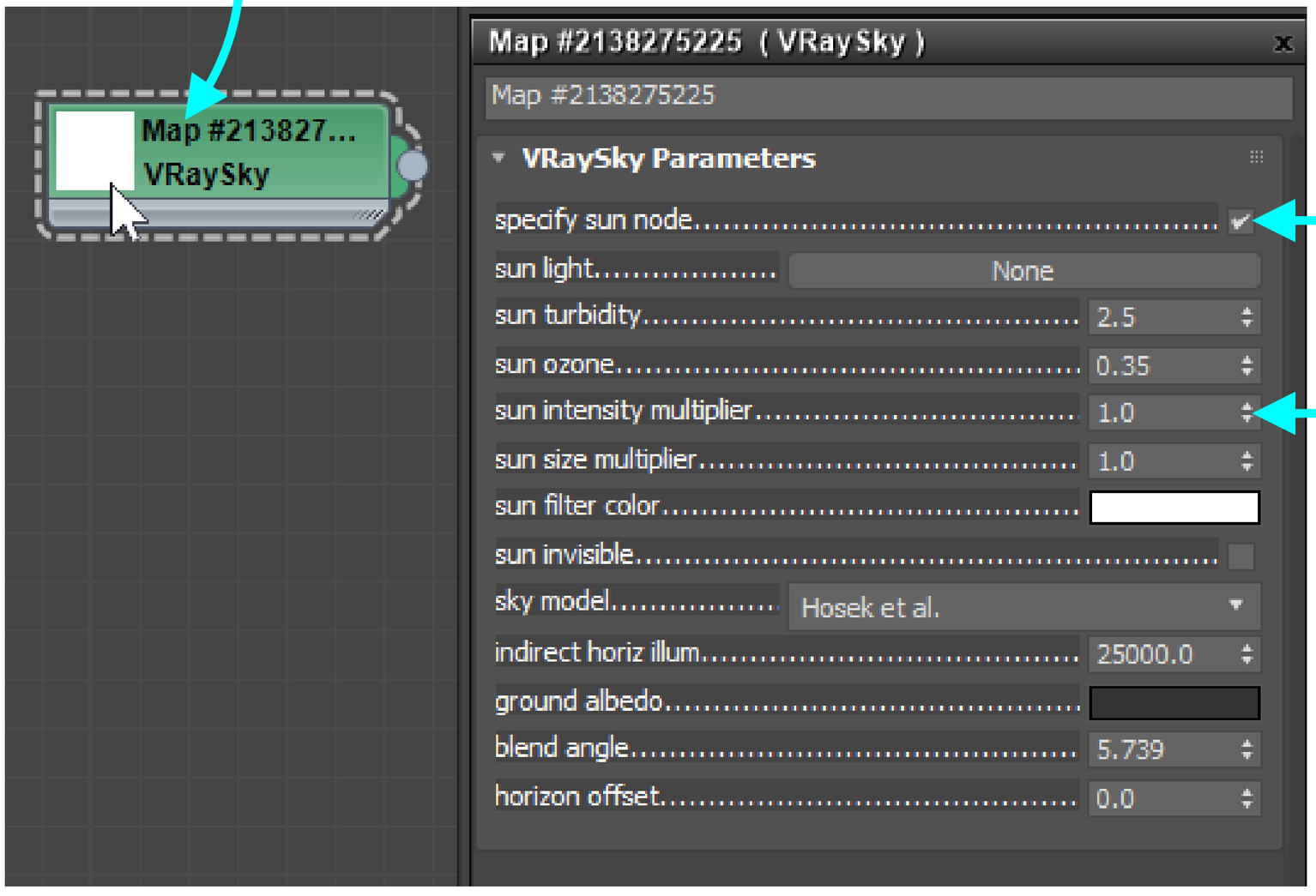
Mutliplier 10.0有点暗,不过还好

接下来我们在 Slate Material Editor 添加 VRaySky

在 Material / Map Browser 输入 vraysky



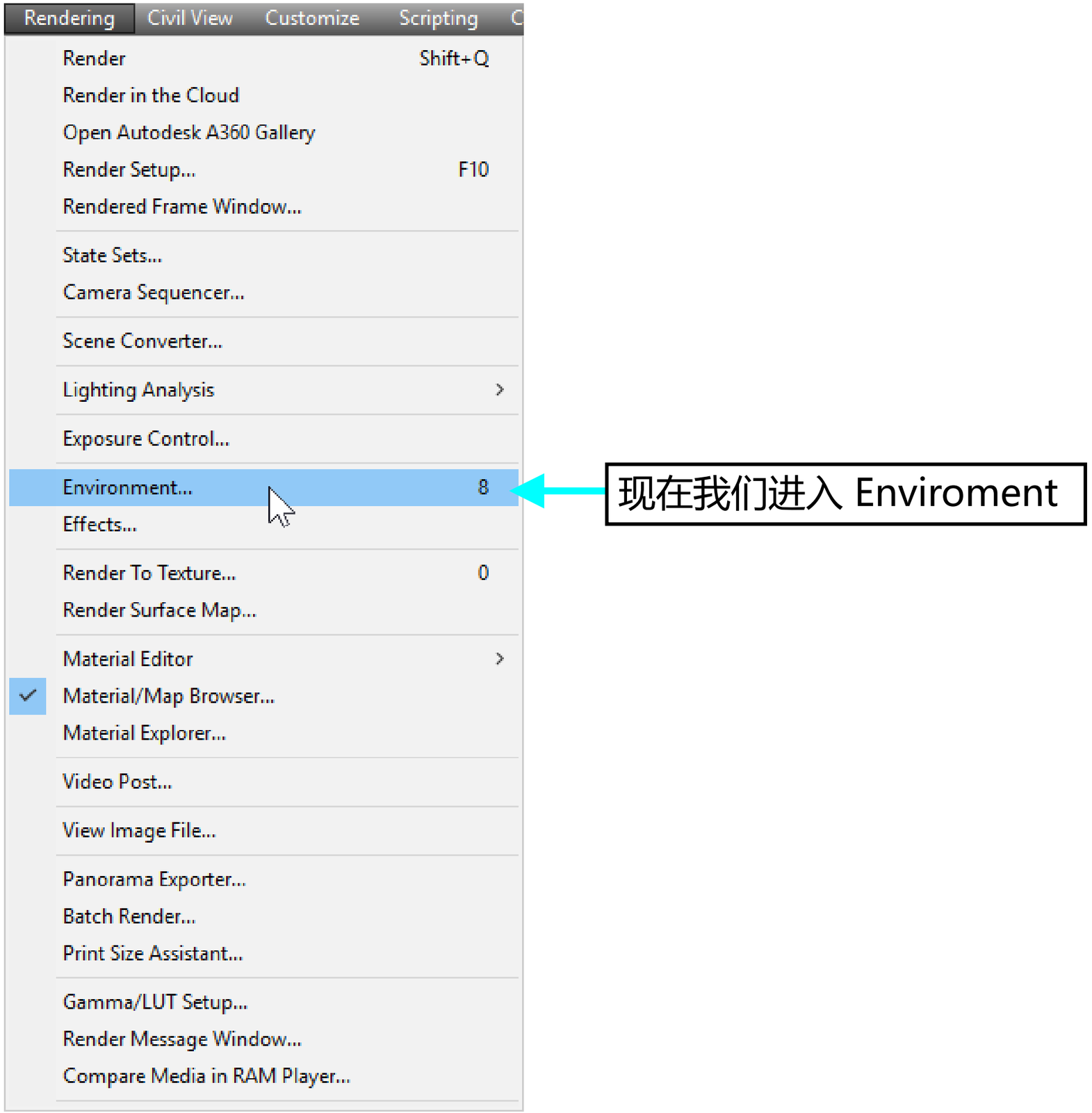
Double click “VRaySky”



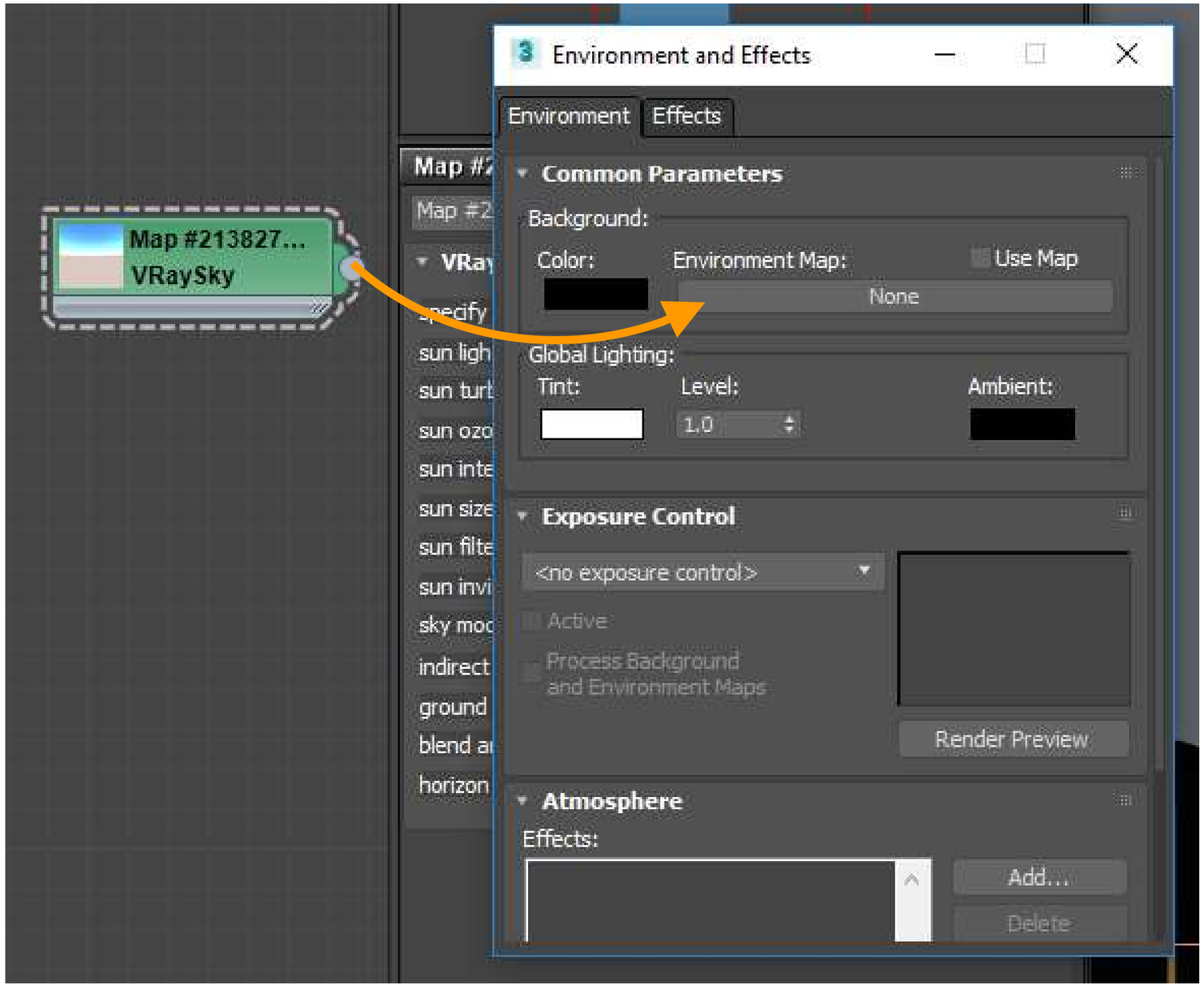
勾选 specify sun node

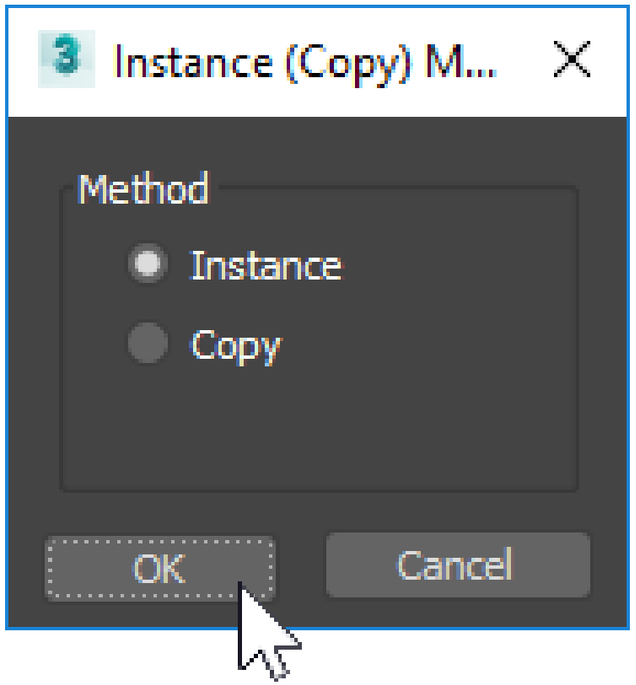
更改 sun intensity multiplier

个人个人的号码不一样，尤其是
光线角度和视图角度都需要花时间
仔细和细心才找到最好的数值
比方说我的，研究好几次
sun intensity multiplier : 0.05


Rendering
Civil View
Customize
Scripting
Render Shift+Q
Render in the Cloud
Open Autodesk A360 Gallery
Render Setup... F10
Rendered Frame Window...
State Sets...
Camera Sequencer...
Scene Converter...
Lighting Analysis
Exposure Control...
Environment... 8
Effects...
Render To Texture... 0
Render Surface Map...
Material Editor
Material/Map Browser...
Material Explorer...
Video Post...
View Image File...
Panorama Exporter...
Batch Render...
Print Size Assistant...
Gamma/LUT Setup...
Render Message Window...
Compare Media in RAM Player...
现在我们进入 Enviroment

把 VRaySky 拉到 Environment Map 下方





选 Instance，然后按 OK

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

V-Ray frame buffer - [100% of 1280 x 720]

RGB color

按下 Render

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Render

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01

File ...

View to Render: Quad 4 - PhysCamera001

Common V-Ray GI Settings Render Elements

Common Parameters

Time Output

Single Every Nth Frame: 1

Active Time Segment: 0 To 100

Range: 0 To 100

File Number Base: 0

Frames 1,3,5-12

Area to Render

View Auto Region Selected

Output Size

Custom Aperture Width(mm): 36.0

Width: 1280 320x240 720x486

Height: 720 640x480 800x600

Image Aspect: 1.778 Pixel Aspect: 1.0

Options

Atmospherics Render Hidden Geometry

Effects Area Lights/Shadows as Points

Displacement Force 2-Sided

Video Color Check Super Black

Render to Fields

Advanced Lighting

Use Advanced Lighting

Compute Advanced Lighting when Required

Bitmap Performance and Memory Options

Bitmap Proxies / Paging Disabled Setup...

Render Output

Save File Files...

C:\Users\Chyi\Desktop\RenderPNG.png

Put Image File List(s) in Output Path(s) Create Now

Autodesk ME Image Sequence File (.imsq)

Welcome to M

1 Light Selected

Rendering Time 0:00:44

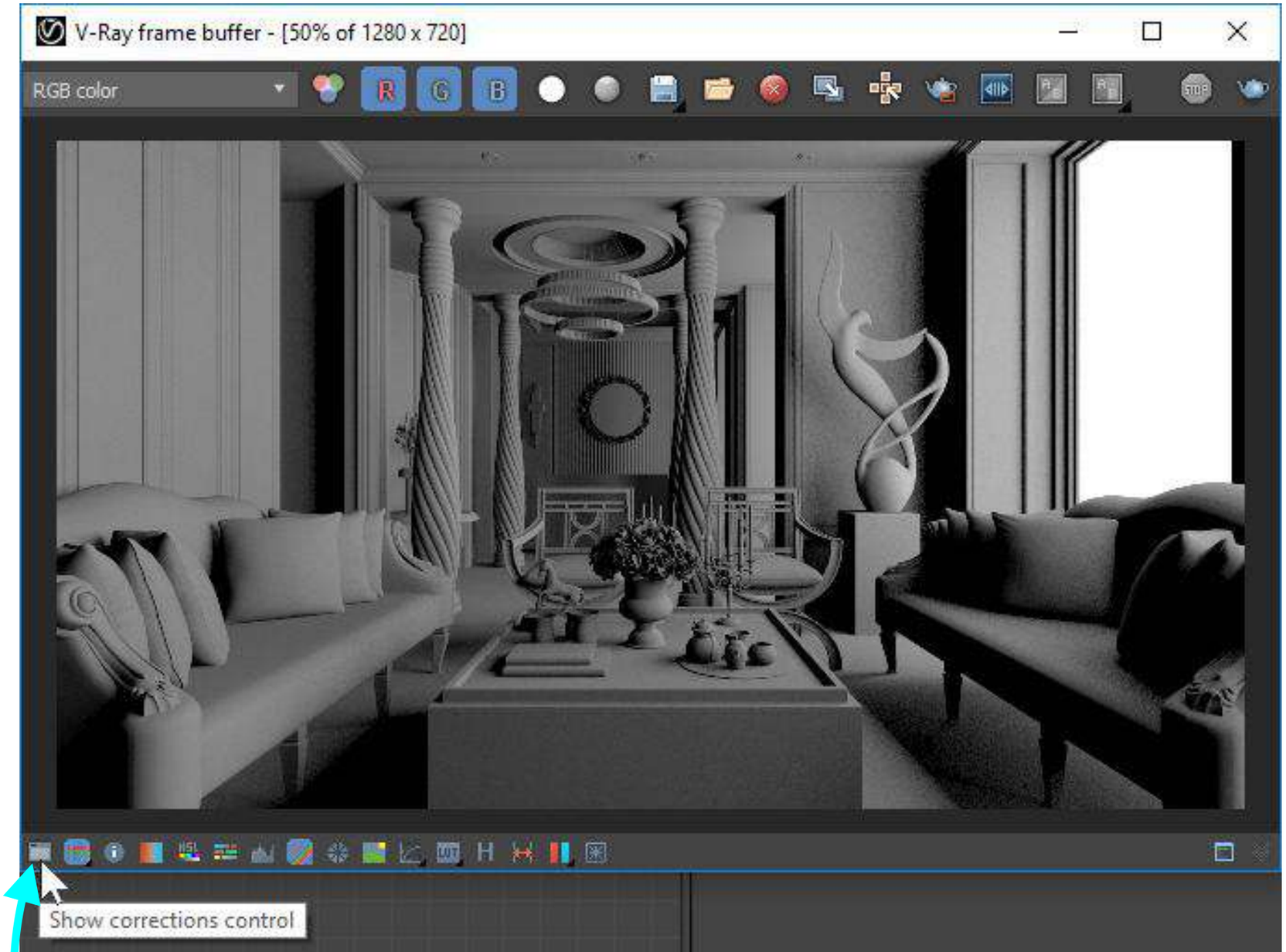
X: -7571.754r Y: -7159.408r Z: 0.0mm Grid = 10.0mm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

Render 完之后，接下来就要做一些光调整



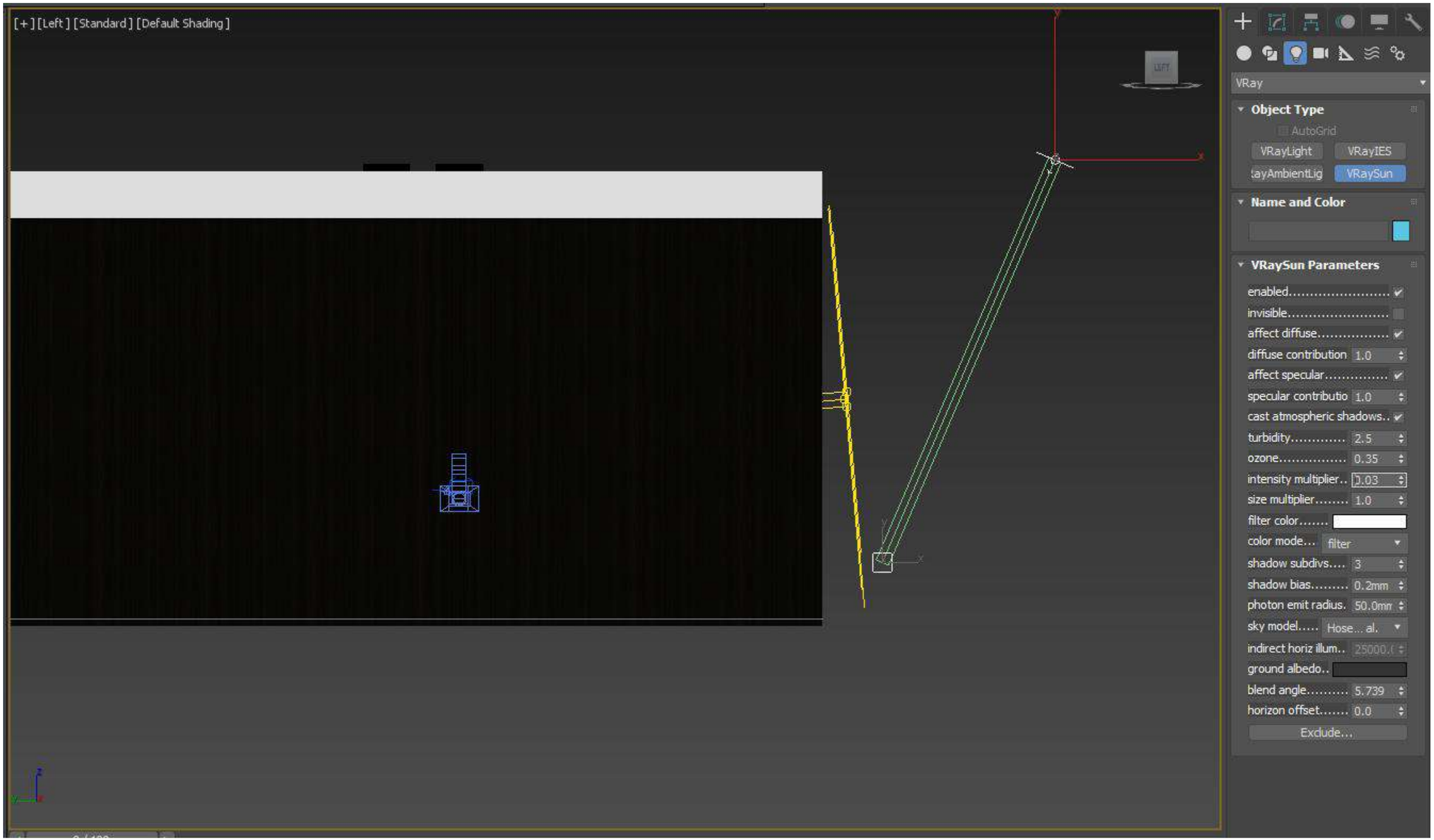
按下第一个，Show correction control

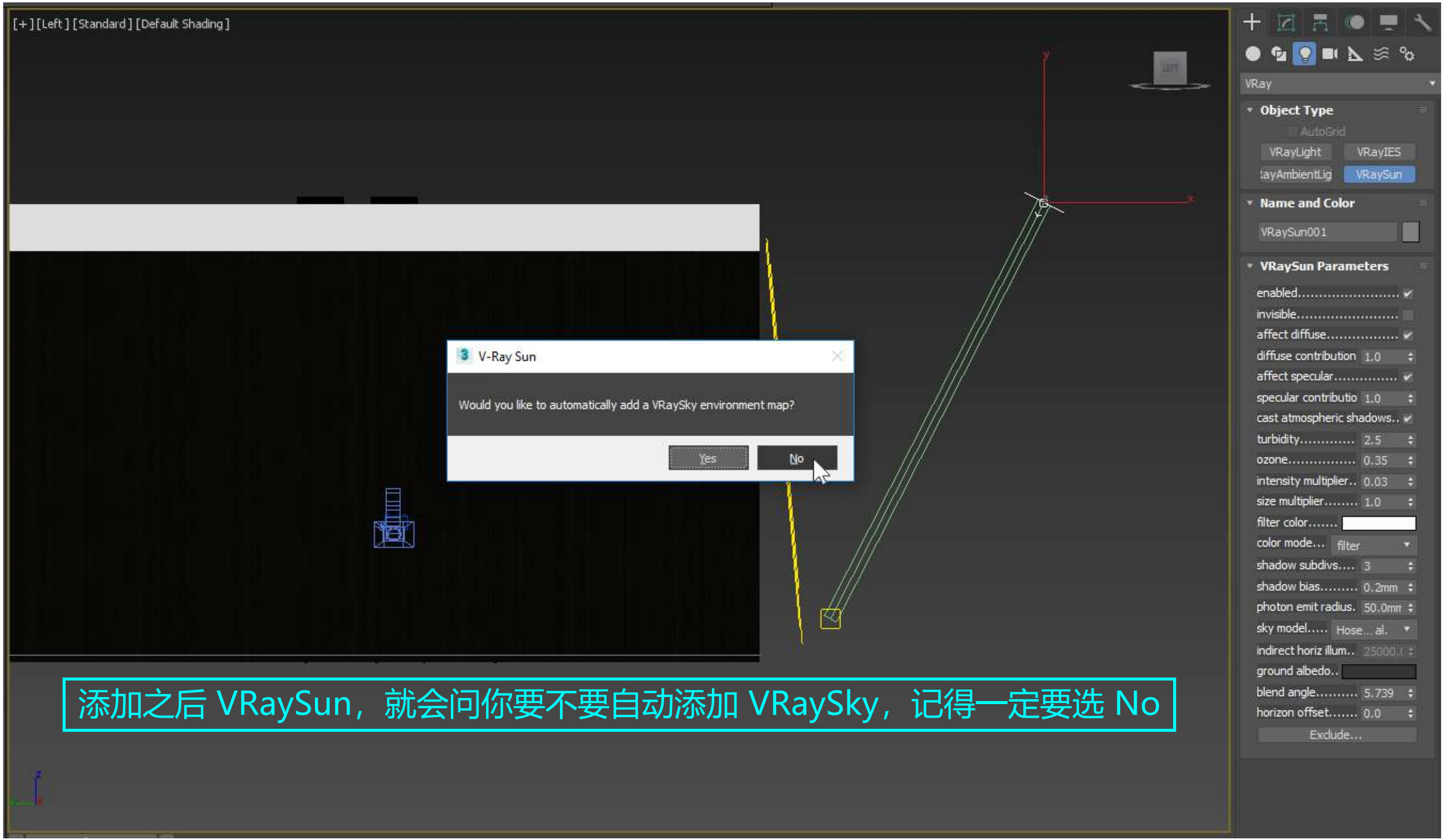
调完之后，轮到添加 VRaySun

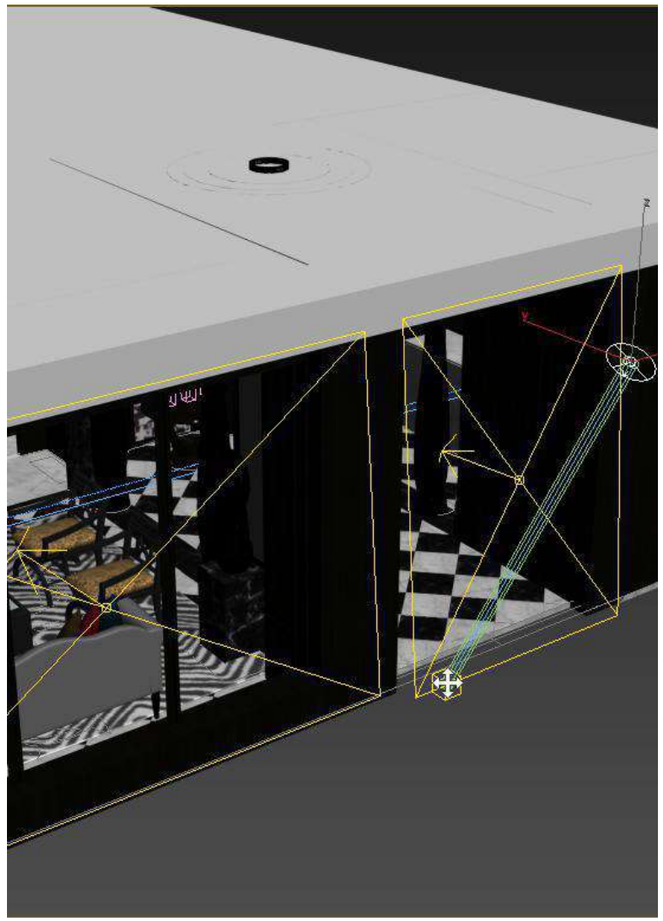
[+][Left][Standard][Default Shading]
进入 “L”视图，按“Lights”，之后按 VRay
记得，一定要在“L”视图，不然的话会容易出错
VRay
Photometric
Standard
VRay
VRaySun
Name and Color
0 / 100

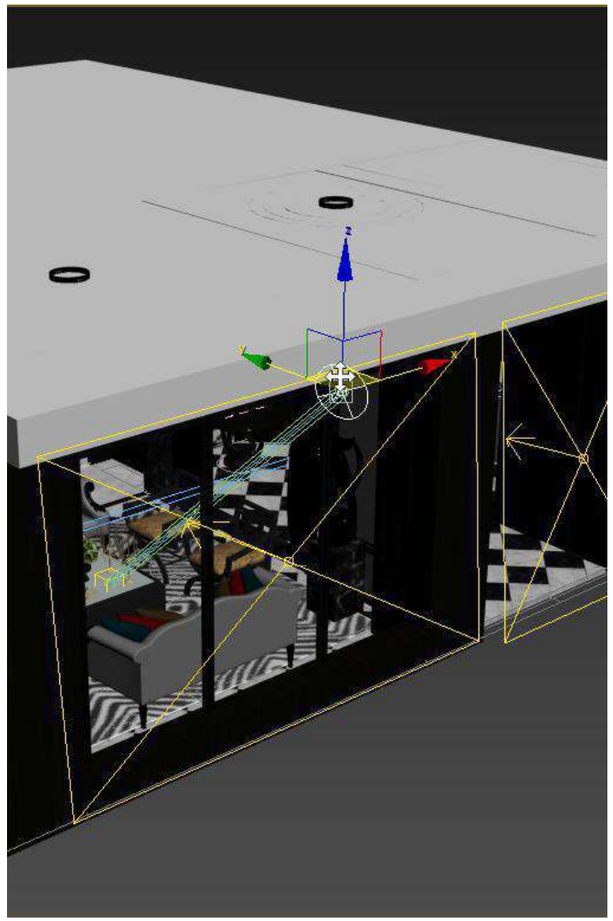
[+] [Perspective] [Standard] [Default Shading]
选 VRaySun
VRay
Object Type
AutoGrid
VRayLight
VRayIES
VRayAmbientLig
VRaySun
Name and Color
VRaySun Parameters
enabled
invisible
affect diffuse
diffuse contribution 1.0
affect specular
specular contributio 1.0
cast atmospheric shadows
turbidity 2.5
ozone 0.35
intensity multiplier 0.03
size multiplier 1.0
filter color
color mode filter
shadow subdivs 3
shadow bias 0.2mm
photon emit radius 50.0mm
sky model Hose... al.
indirect horiz illum
ground albedo
blend angle 5.739
horizon offset 0.0
Exclude...
把 intensity multiplier 改成 0.03

把 VRaySun 大概大概拉出来




[+] [Left] [Standard] [Default Shading]
V-Ray Sun
Would you like to automatically add a VRaySky environment map?
Yes
No
VRay
Object Type
AutoGrid
VRayLight
VRayIES
!ayAmbientLig
VRaySun
Name and Color
VRaySun001
VRaySun Parameters
enabled
invisible
affect diffuse
diffuse contribution 1.0
affect specular
specular contributio 1.0
cast atmospheric shadows
turbidity 2.5
ozone 0.35
intensity multiplier 0.03
size multiplier 1.0
filter color
color mode filter
shadow subdivs 3
shadow bias 0.2mm
photon emit radius 50.0mm
sky model Hose... al.
indirect horiz illum
ground albedo
blend angle 5.739
horizon offset 0.0
Exclude...
添加之后 VRaySun，就会问你要不要自动添加 VRaySky，记得一定要选 No





切换成“P”视图，把 VRaySun调整，把太阳光打进来室内

接下来要看你自己如何调整光射角度

可以的话，太阳光 (VRaySun) 打在

点睛处 (井字构图)，这样才能带出效果

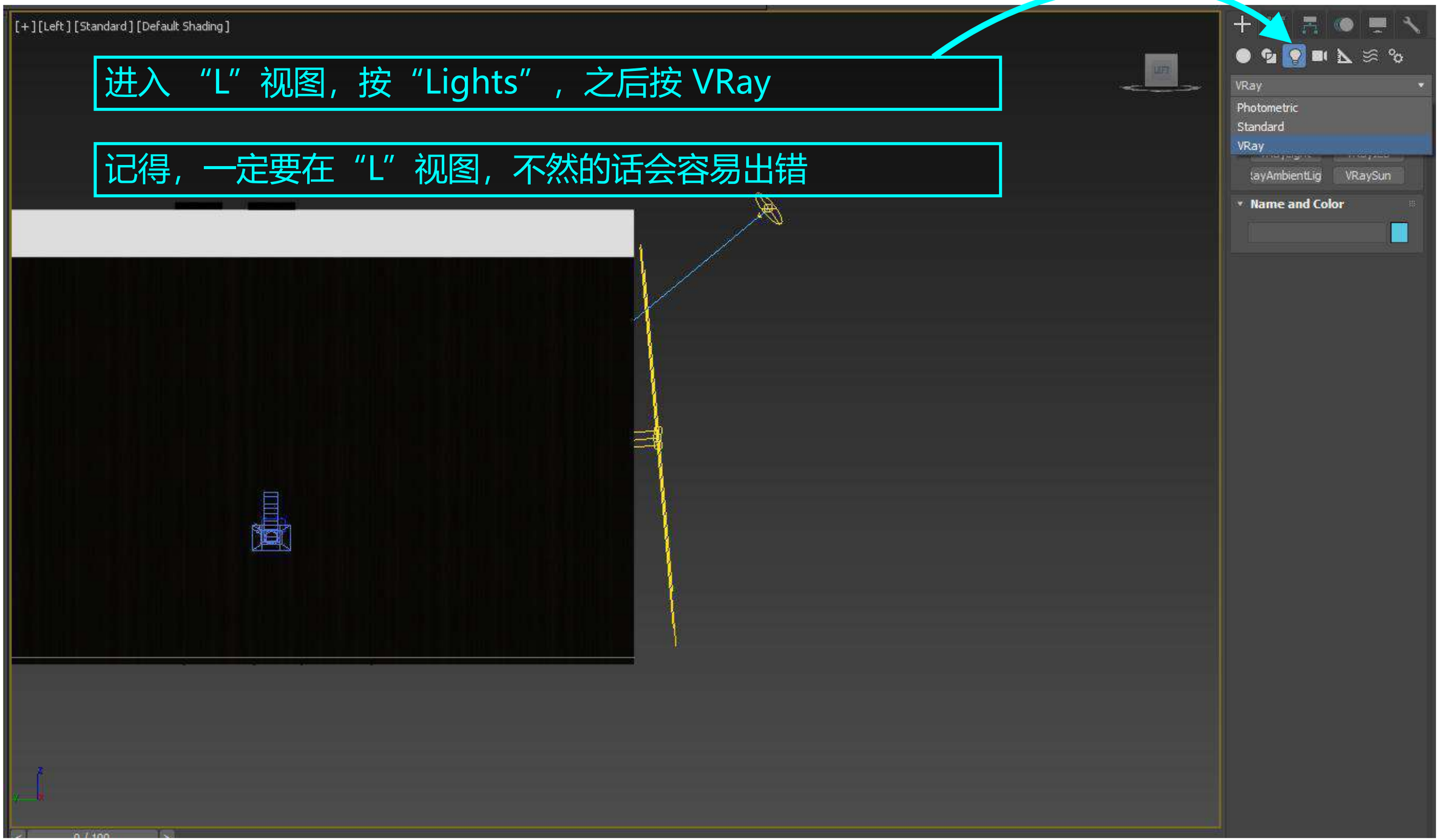
做完之后，rendering 图完了，接下来我们要做的是 VRayIES

VRayIES 也就是室内灯

首先，室内灯有分两种:

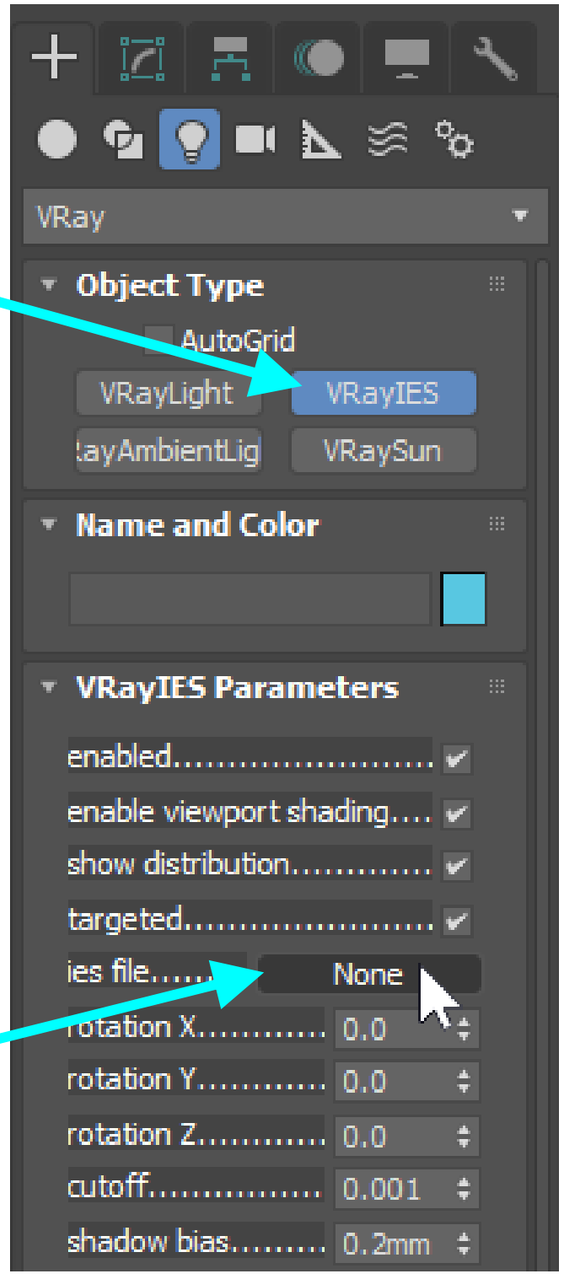
一，普通灯 / 日光灯 - 白色

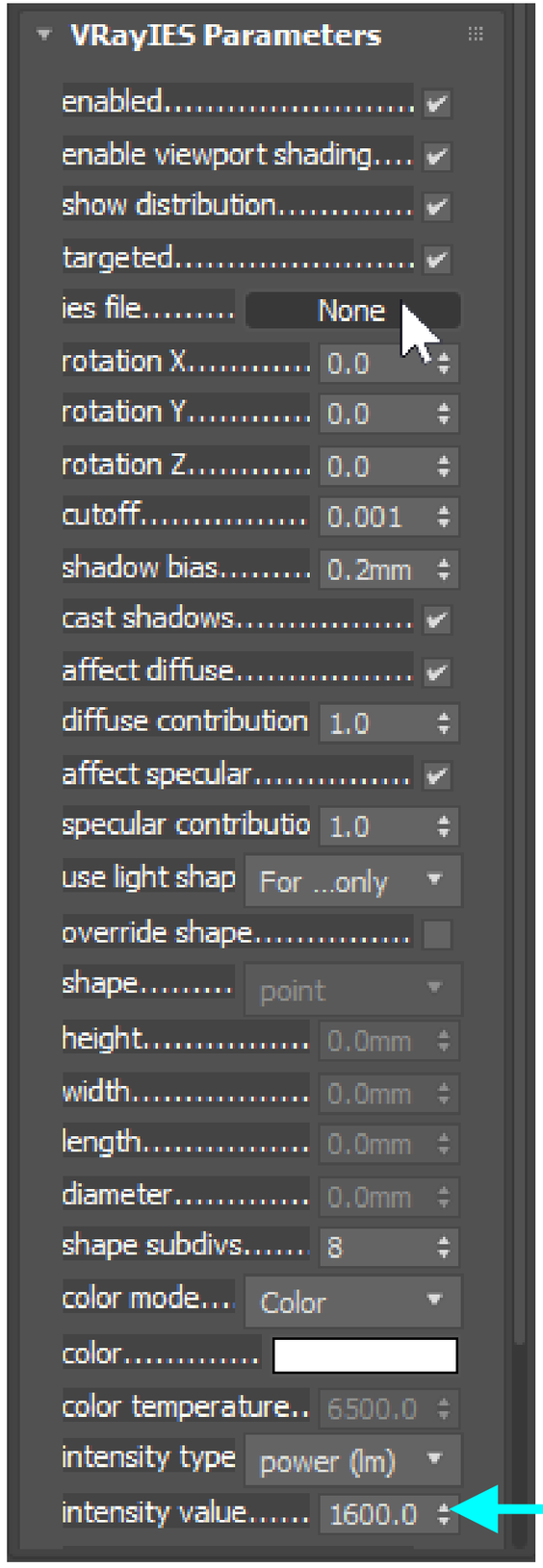
二，装饰灯　　- 黄色/橙色


[+][Left][Standard][Default Shading]
进入 “L”视图，按“Lights”，之后按 VRay
记得，一定要在“L”视图，不然的话会容易出错
VRay
Photometric
Standard
VRay
VRaySun
Name and Color

选择 VRayIES

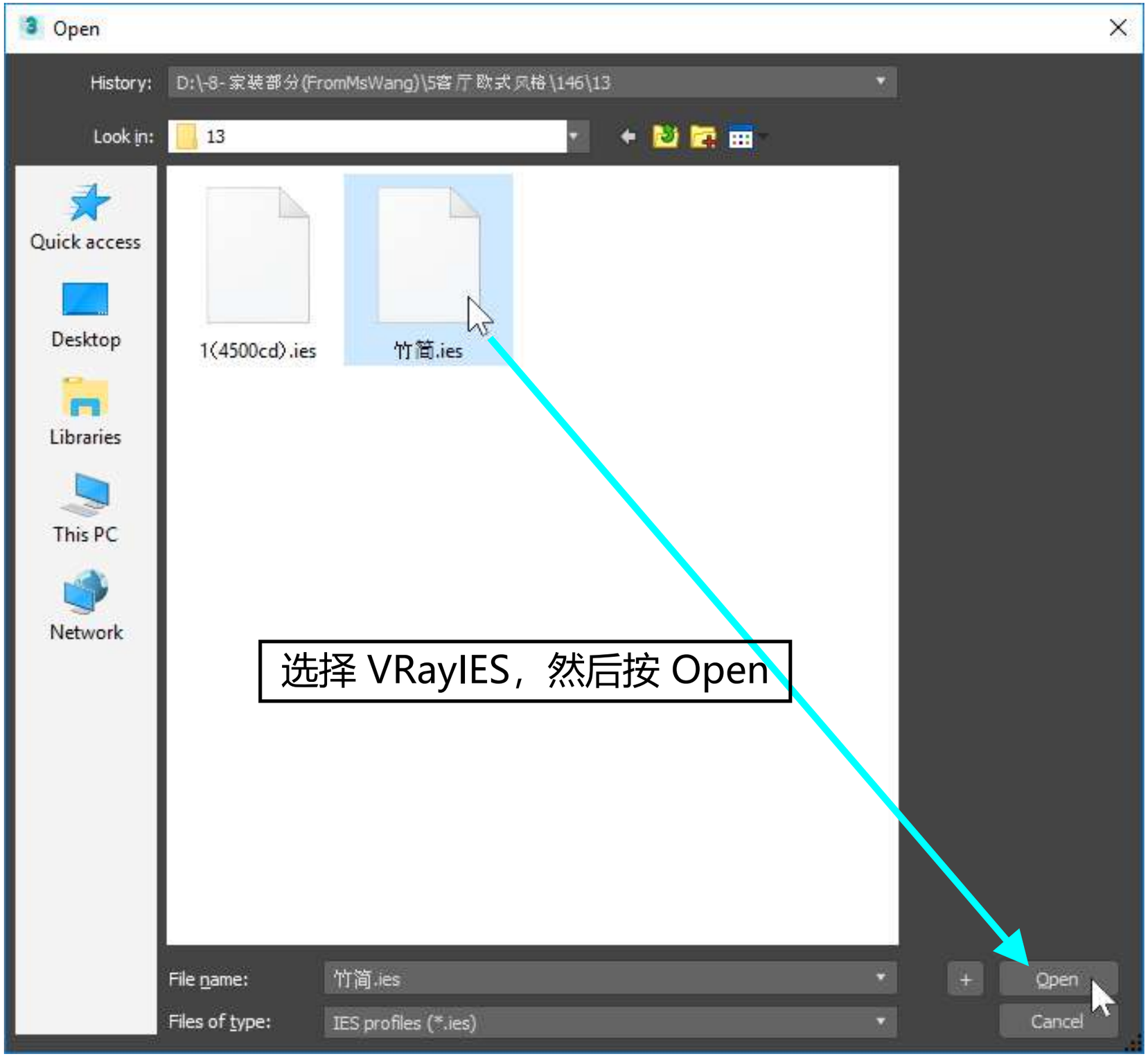
添加 IES 文件

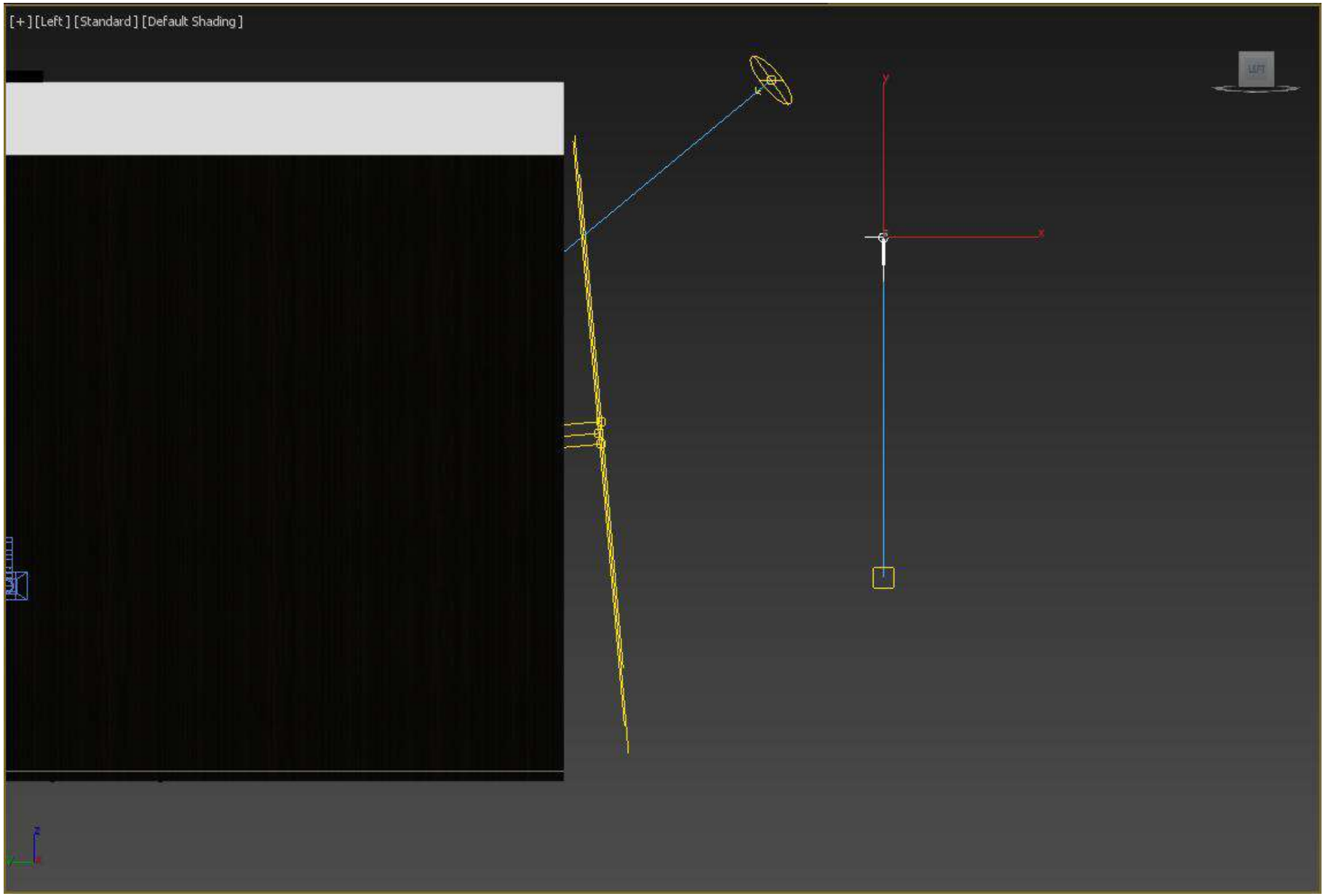




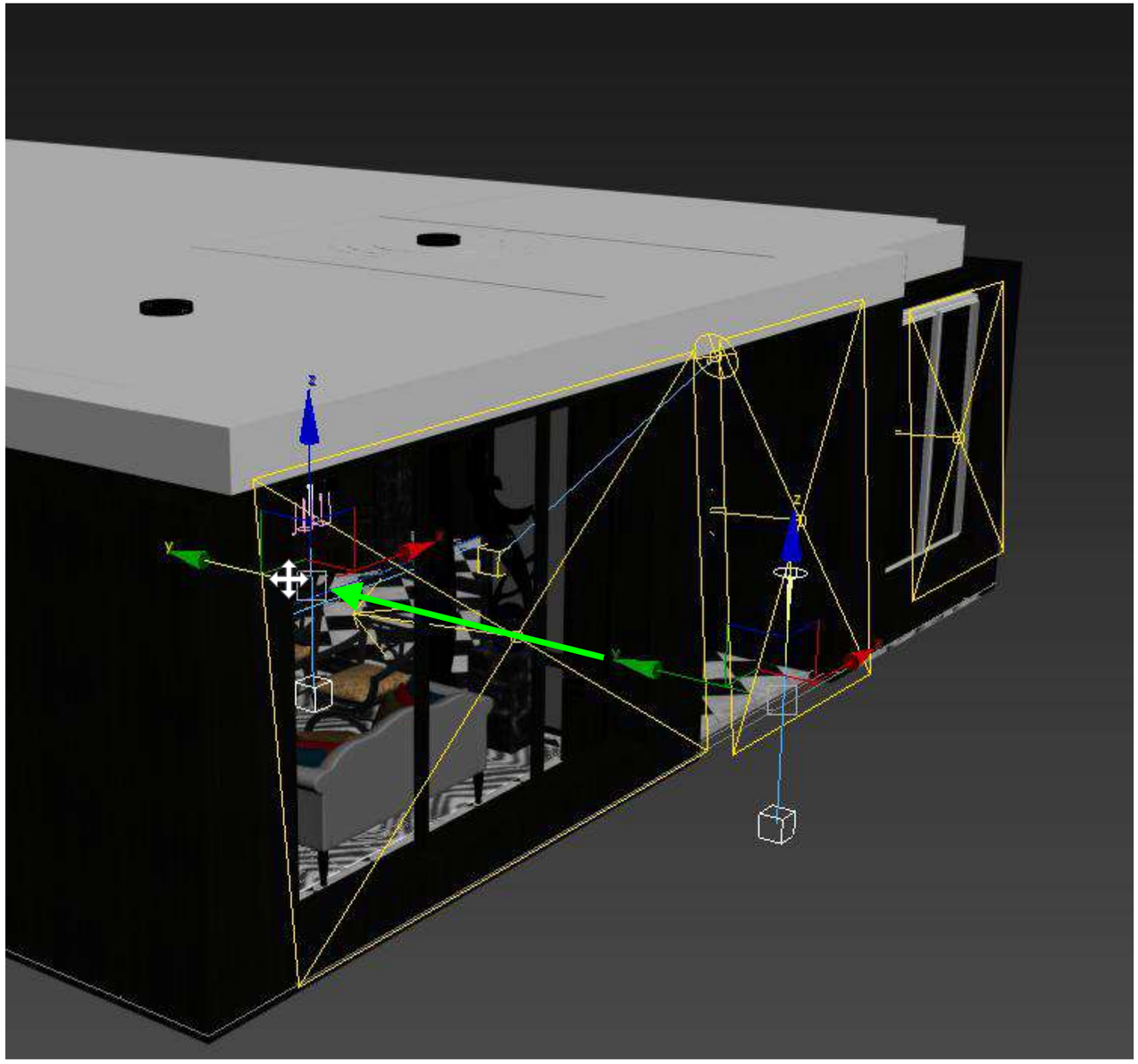
Intensity value

改成 1600.0


Open
History:
D:\-8- 家装部分(FromMsWang)\5客厅欧式风格\146\13
Look in:
13
Quick access
Desktop
Libraries
This PC
Network
1(4500cd).ies
竹简.ies
选择 VRayIES，然后按 Open
File name:
竹简.ies
Files of type:
IES profiles (*.ies)
Open
Cancel

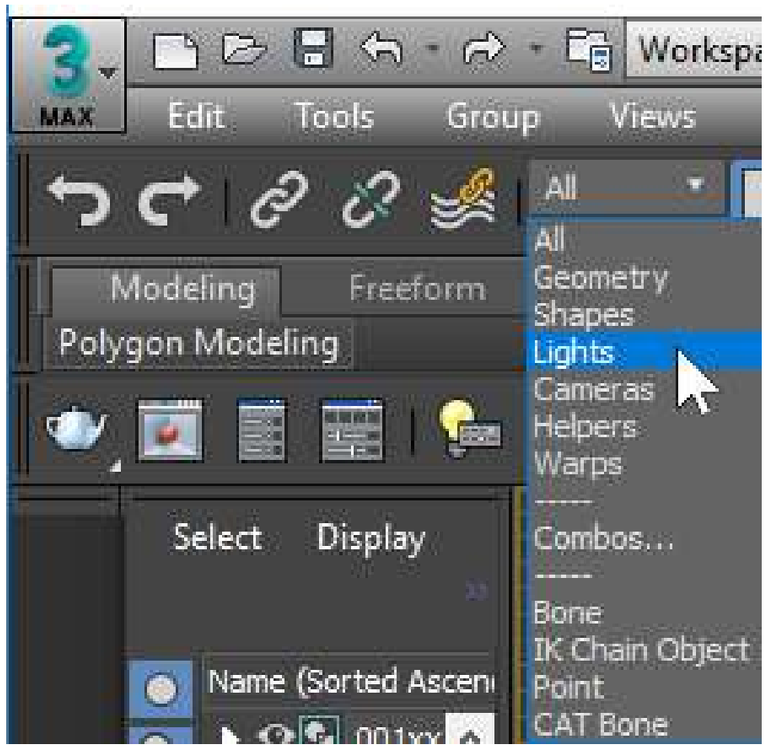


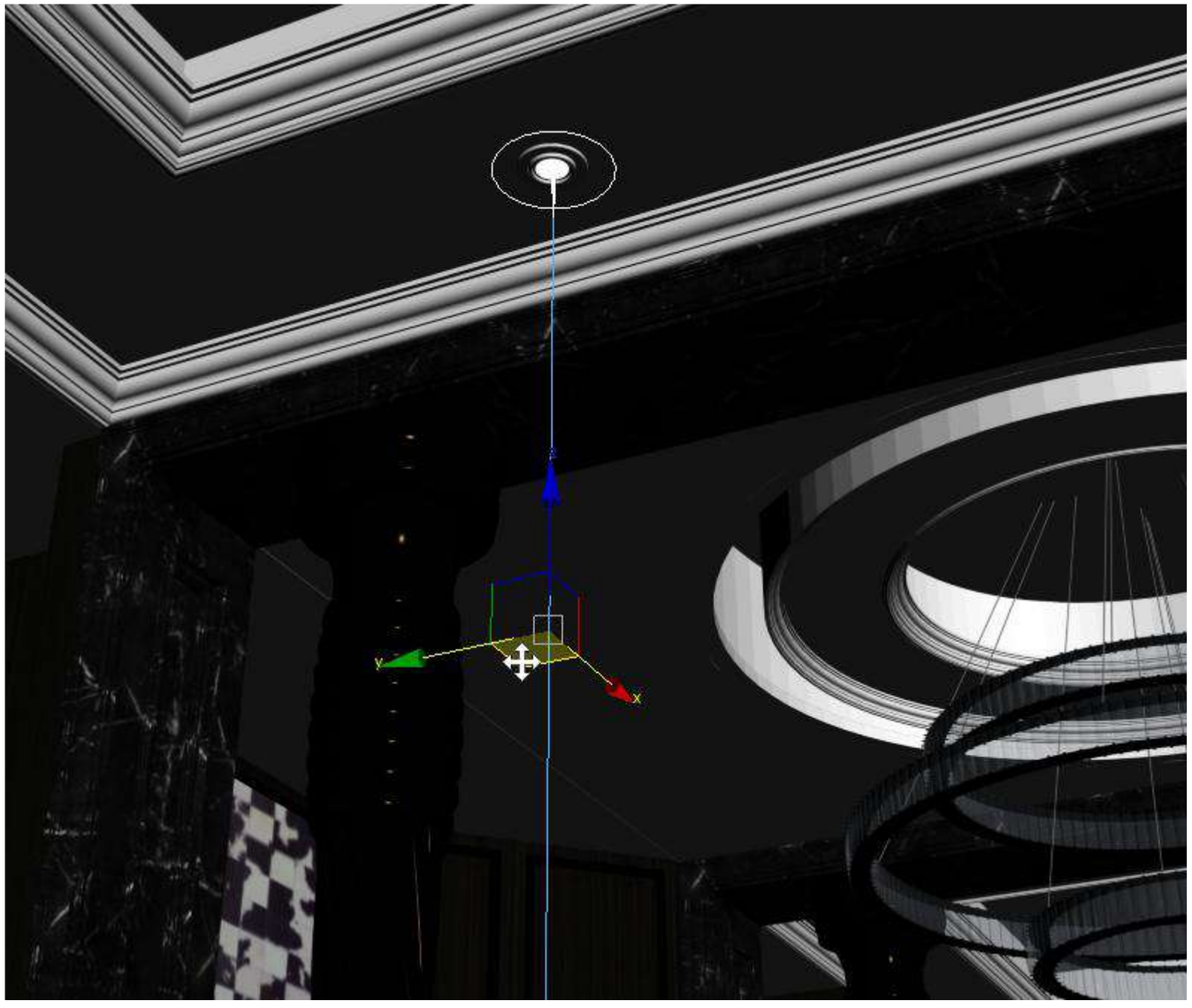
大概大概把 VRayIES 拉出来，等下我们进入“P”视图，才把他放进室内



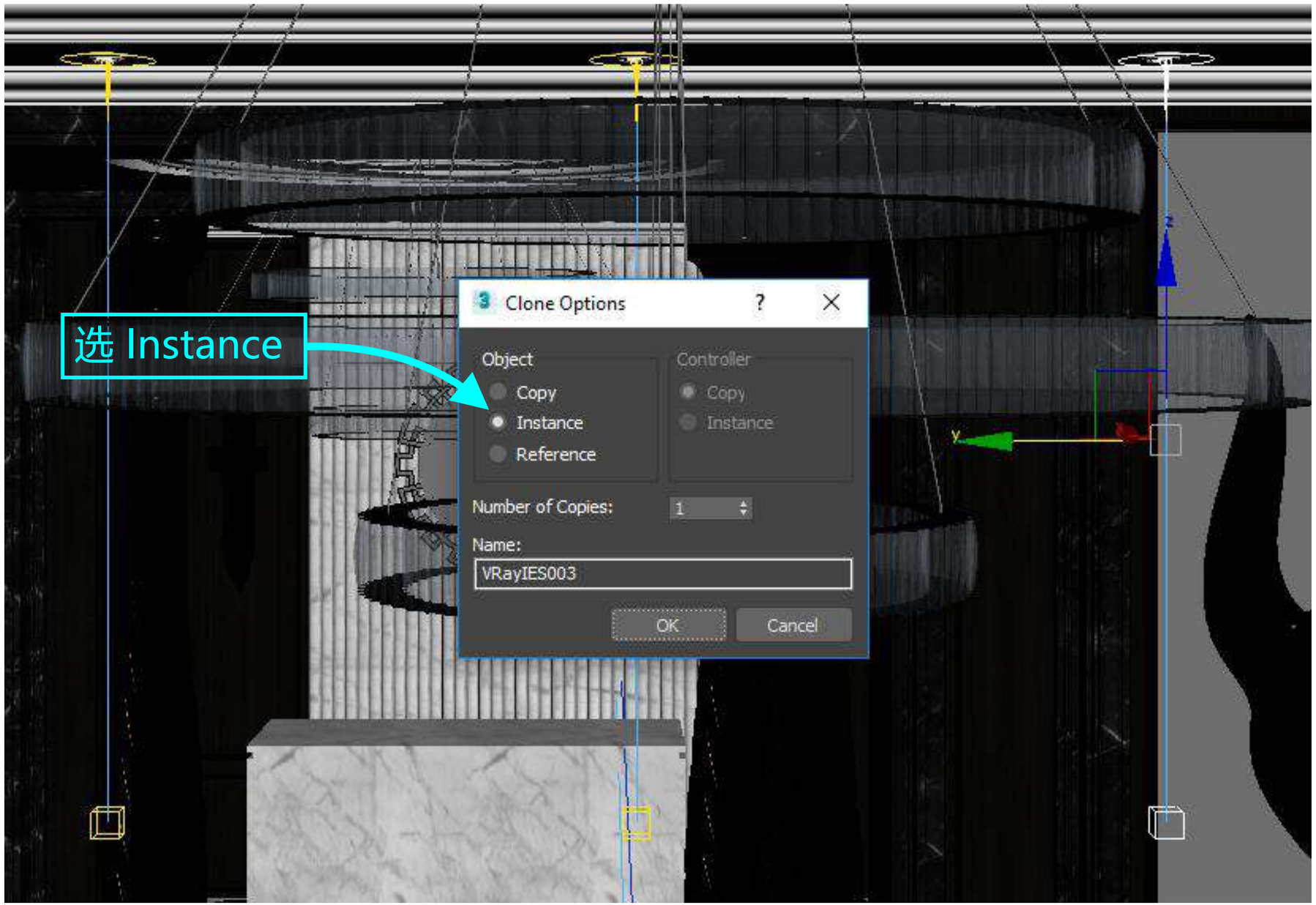
把 VRayIES 拉进室内

然后切换成 Lights 来做调整

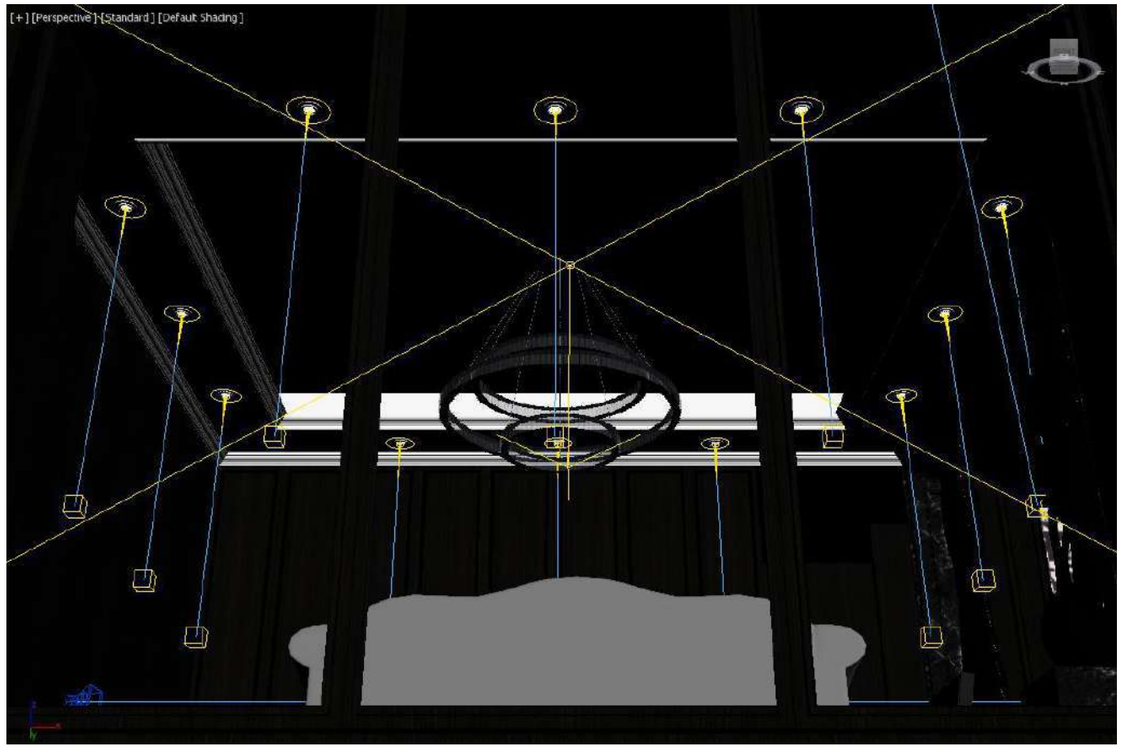


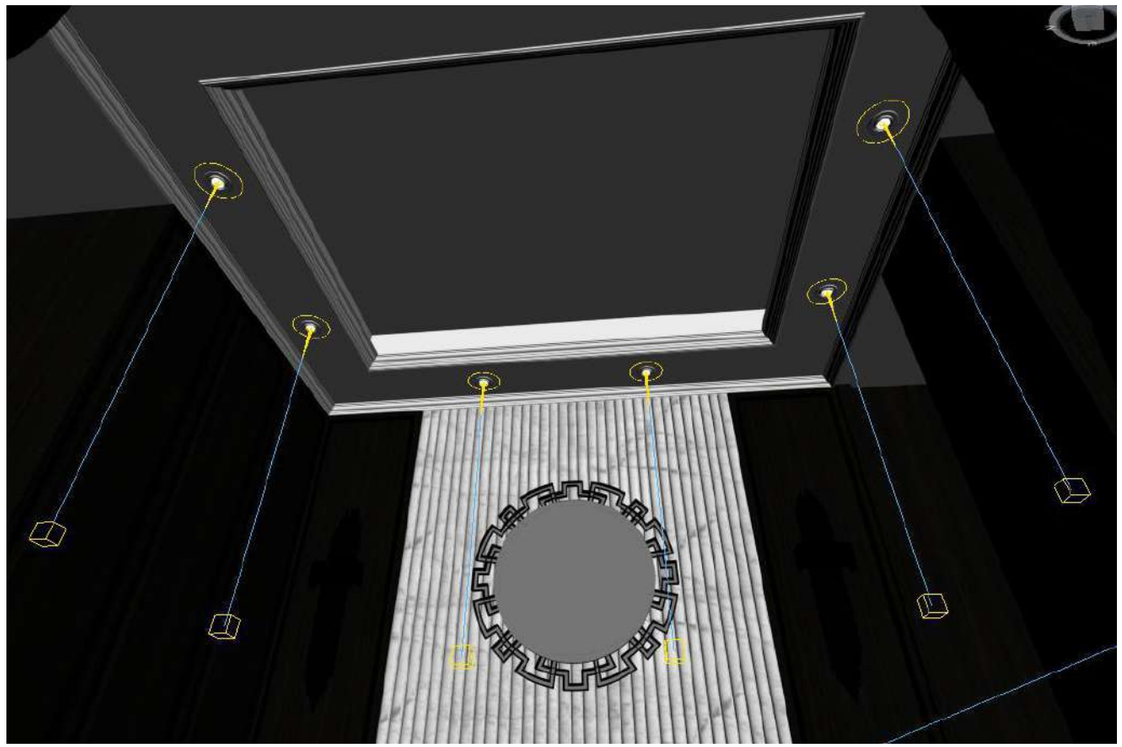


小心翼翼的把 VRayIES
调整到准确位子



调整好后，复制多几个，然后放在其他灯上



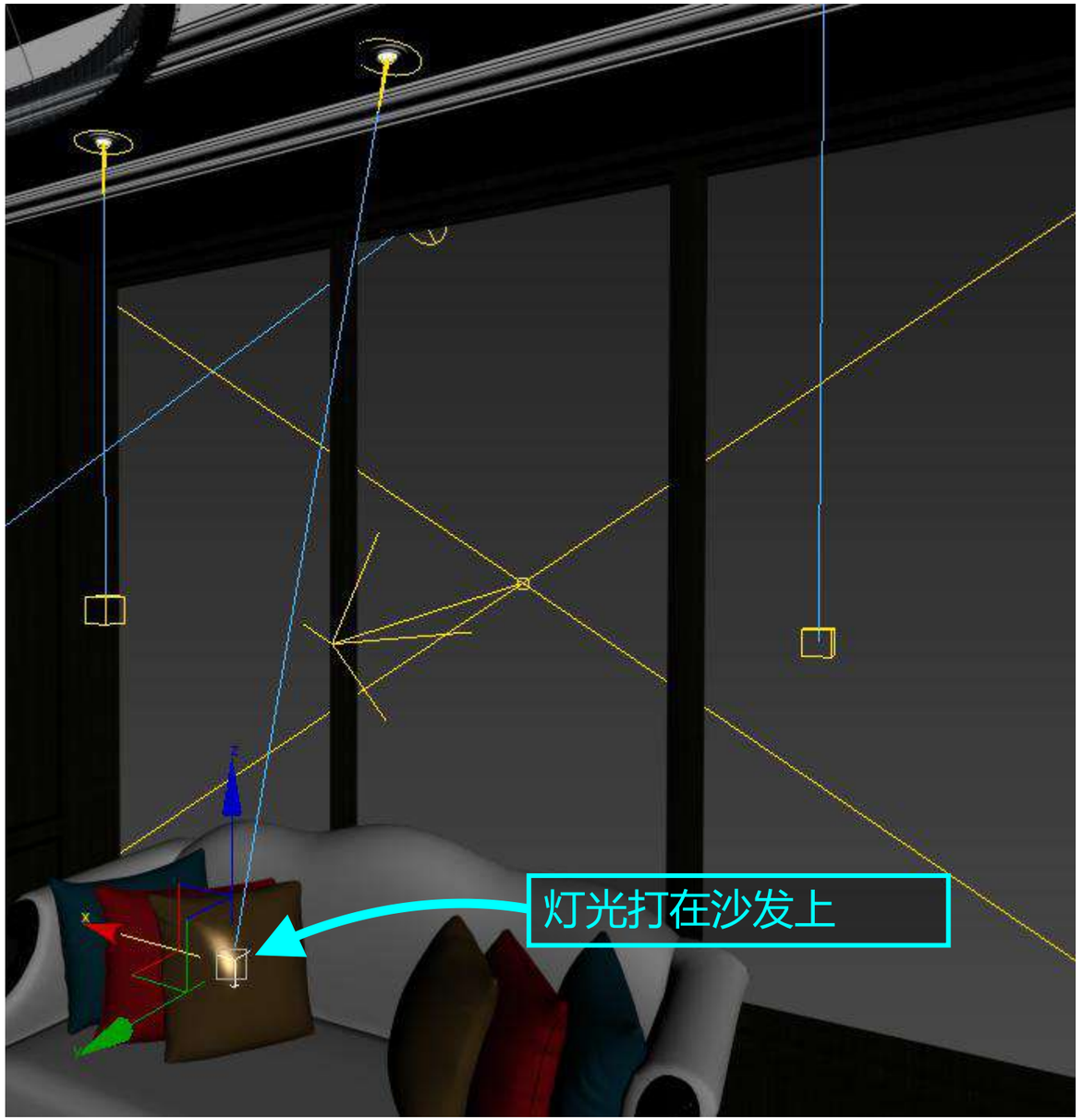


复制好了

接下来我们尝试 rendering

咦？才只有一个灯光？

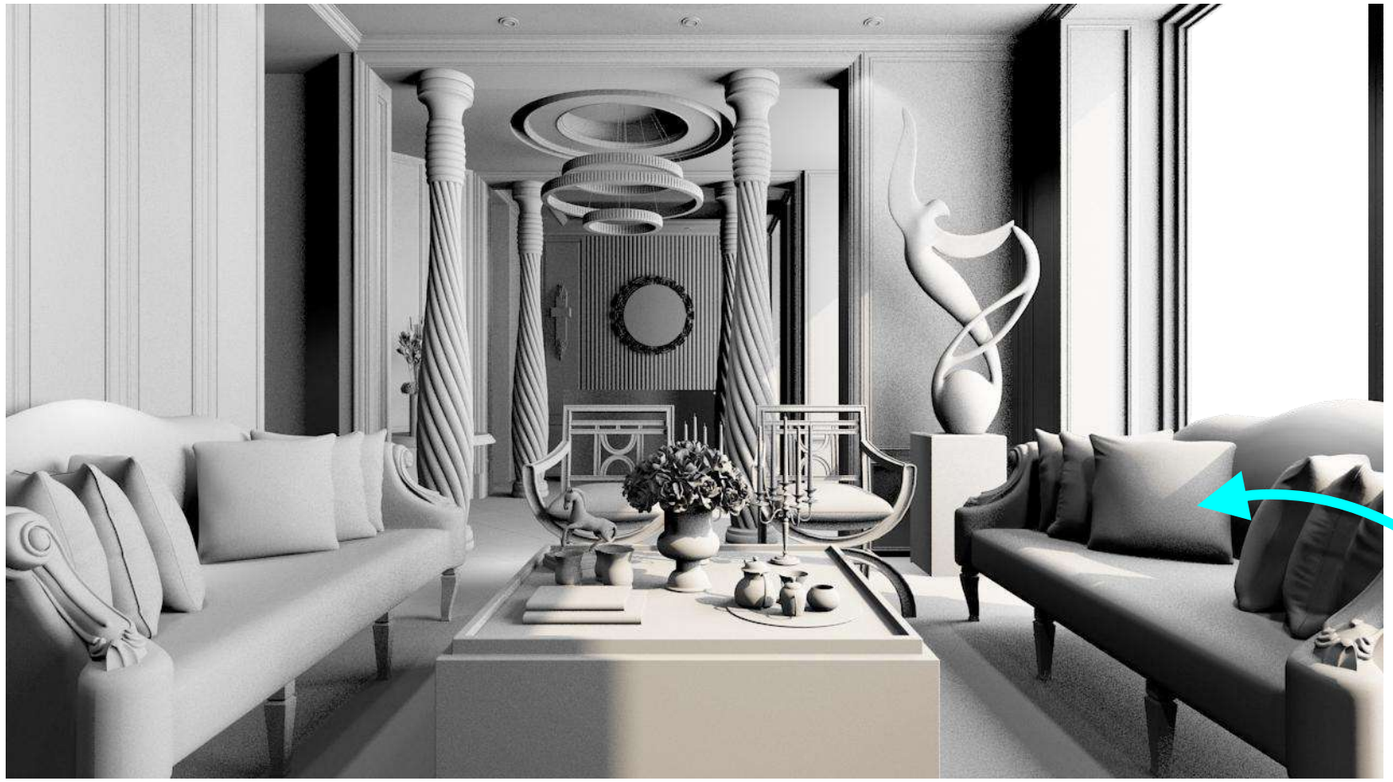
别担心，我们调整 VRayIES 灯光的方向



尝试一下把 VRayIES 灯光

打在一些家具物品，给他变成点睛色

然后试试 render 一下



是不是很明显的差别呢?

接下来要靠自己

调整每一个 VRayIES 光线

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Lights View Create Selection Se

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display

Name (Sorted Ascen

VRayIE

[+] [PhysCamera001] [Standard] [Default Shading]

这个是我的 VRayIES

Modifier List

0 / 100

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Rendering Time 0:02:41

X: -6601.425r Y: -6340.085r Z: 0.0mm

Grid = 10.0mm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

Welcome to Mi

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Lights View Create Selection Se

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

V-Ray frame buffer - [100% of 1280 x 720]

RGB color

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Render

Save File

Settings Render Elements

Every Nth Frame:

Stop Cancel

done [00:01:08.7]

Auto Region Selected

Last Frame Time: 0:02:41
Elapsed Time: 0:00:00
Time Remaining: ??:??:??

Width: 1280
Height: 720
Pixel Aspect Ratio: 1.00000
Image Aspect Ratio: 1.77778
Render to Fields: No
Force 2-Sided: No
Compute Adv. Lighting: No

Nth Serial Numbering: No
Dither Paletted: Yes
Dither True Color: Yes

Lights: 0
Shadow Mapped: 0
Ray Traced: 0

Create Now

Legacy 3ds Max Image File List (.ifl)

None Selected

Rendering Time 0:01:13

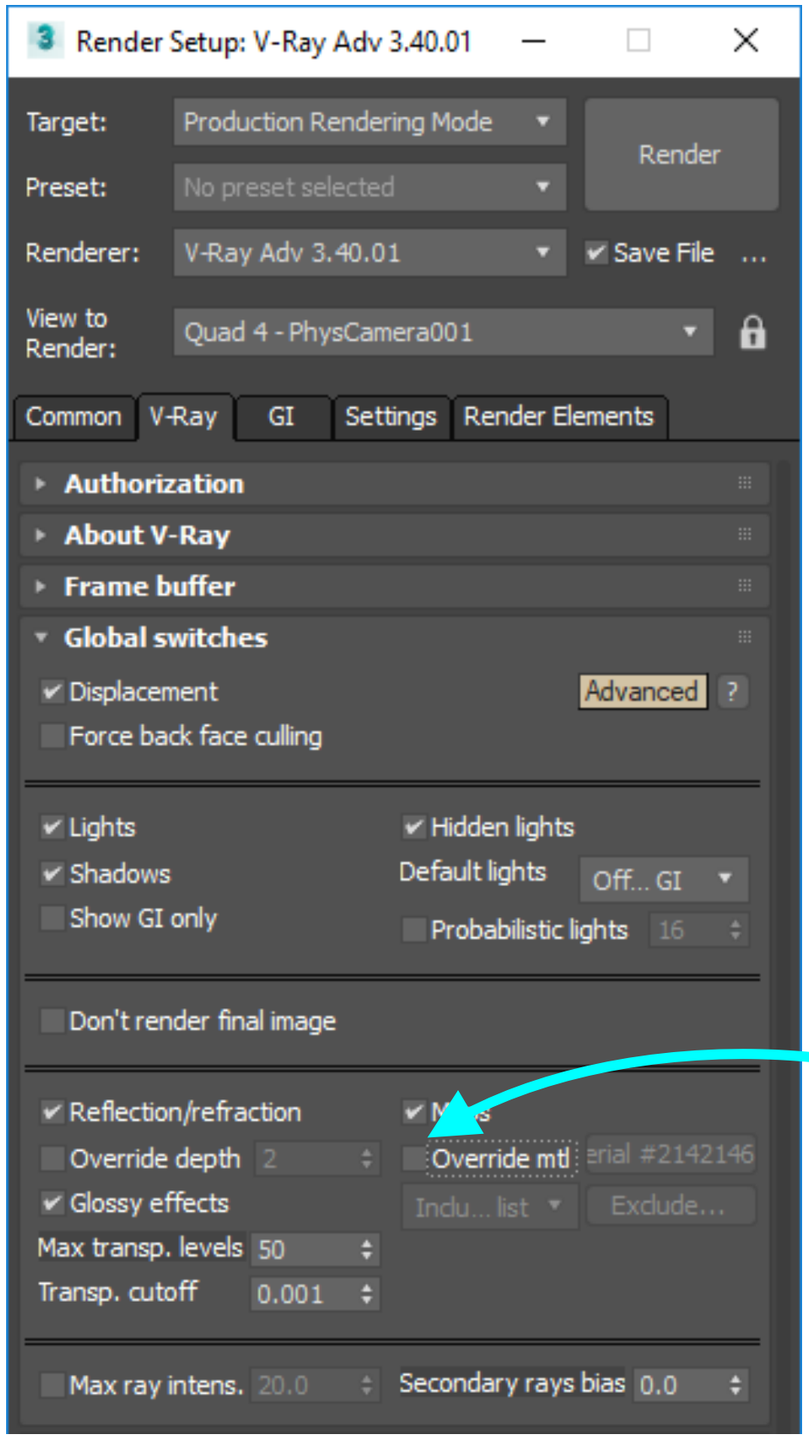
Grid = 10.0mm

Add Time Tag

Auto Key Set Key Key Filters...

Welcome to M

Render 完之后，接下来我们试一试把它 rendering 成彩色吧



取消 Override mtl

然后按下 “Render”

Autodesk 3ds Max 2017 13.max

Workspace: Default

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

V-Ray frame buffer - [100% of 1280 x 720]

RGB color

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset: No preset selected

Render

Save File

PhysCamera001

Settings Render Elements

Stop Cancel

Hidden lights

Probabilistic lights

Last Frame Time: 0:01:13

Elapsed Time: 0:00:00

Time Remaining: ??:??:??

Camera001 Width: 1280

Height: 720

Pixel Aspect Ratio: 1.00000

Image Aspect Ratio: 1.77778

Render to Fields: No

Force 2-Sided: No

Compute Adv. Lighting: No

ers\Chyi\Desktop\RenderPNG.png

Nth Serial Numbering: No

Dither Paletted: Yes

Dither True Color: Yes

Lights: 0

Shadow Mapped: 0

Ray Traced: 0

耐心等到 rendering 完成

None Selected

Rendering Time 0:02:43

Grid = 10.0mm

Auto Key Selected

Set Key Key Filters...

Add Time Tag

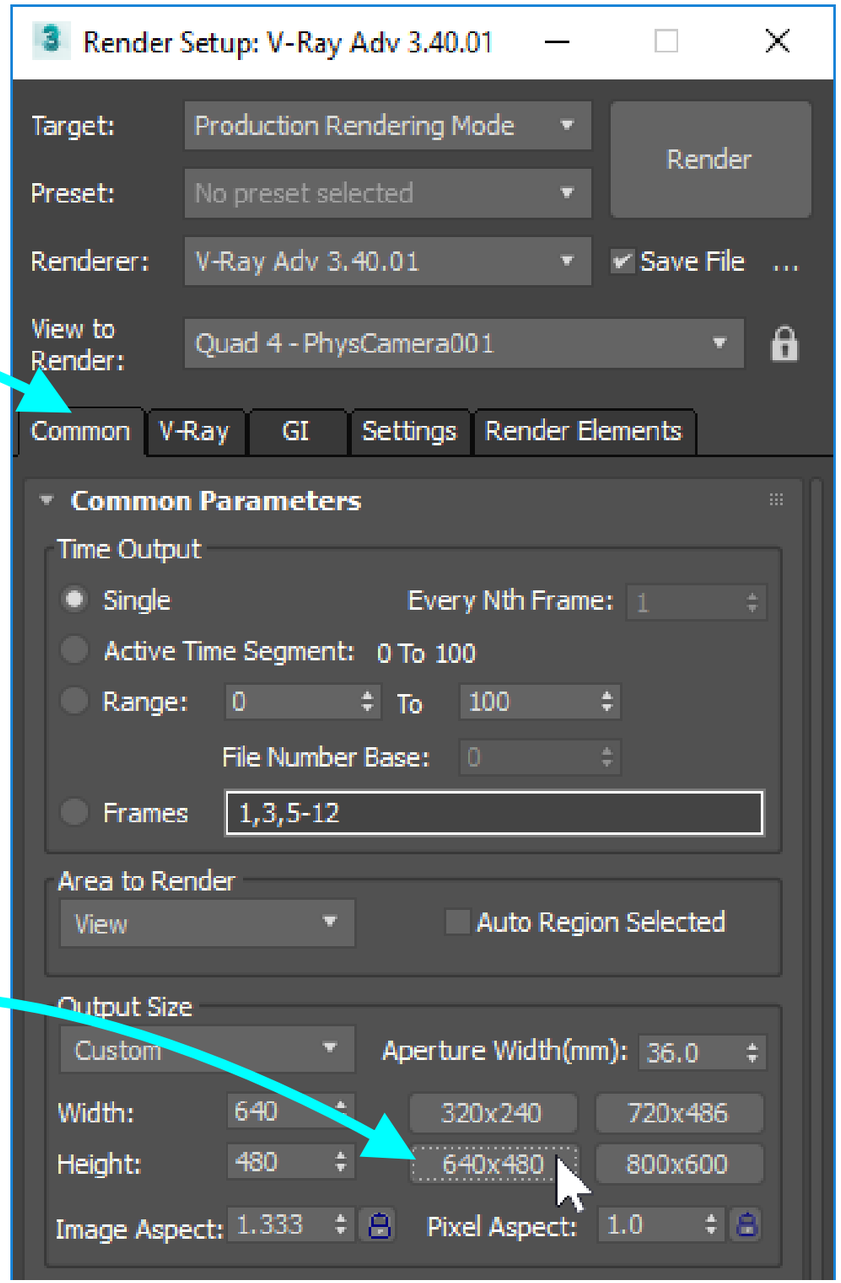
完成品

接下来我们要学如何快速 render 4k 高清图

第一步，把白膜存储在 640x480

进入 Common

然后按下 640x480



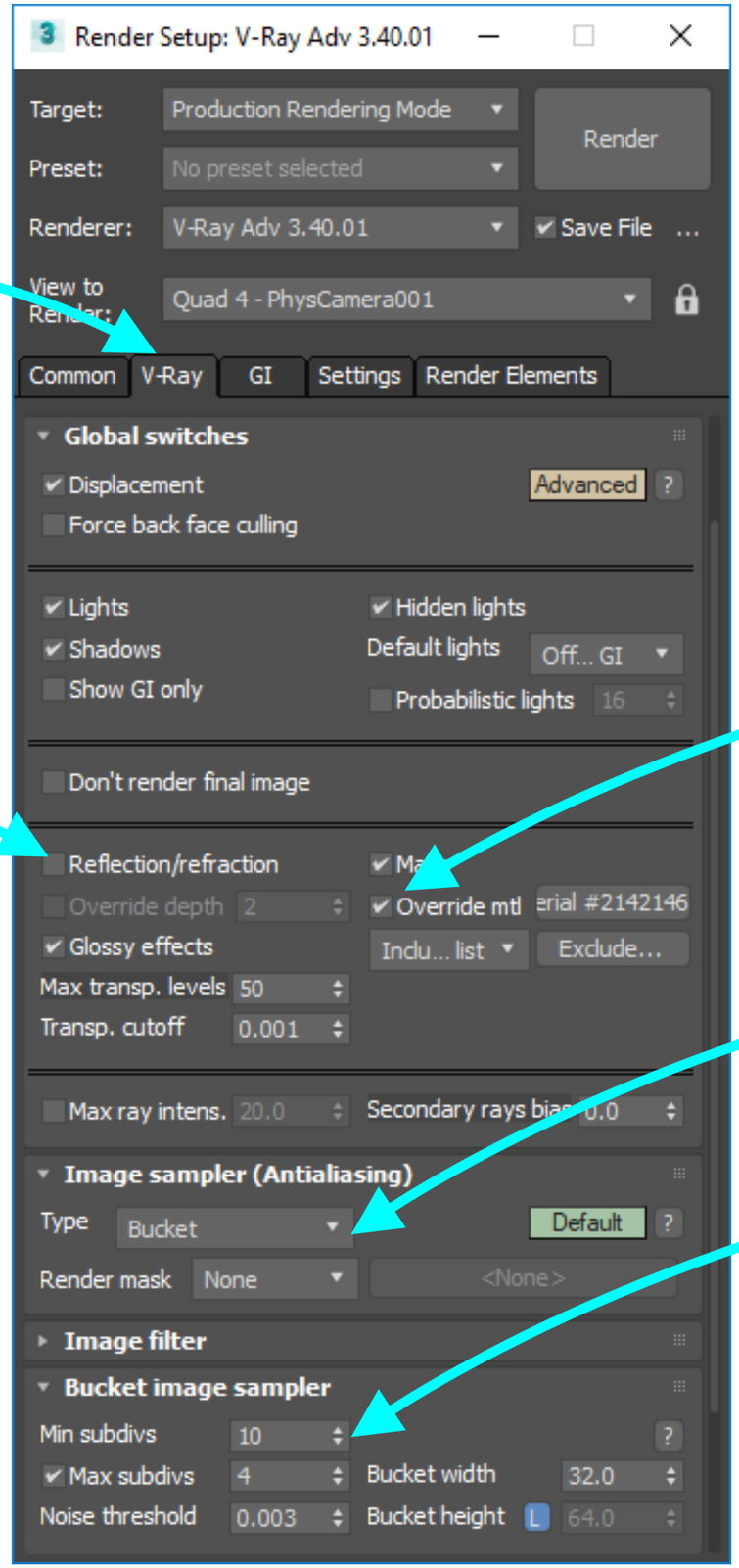
切换到 VRay

取消 Reflection/refraction

打勾 Override mtl

确保 Type: Bucket

Min subdivs: 10



Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Lights View Create Selection Se

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display

[+] [PhysCamera001] [Standard] [Default shading]

调完之后，可以开始 render

V-Ray frame buffer - [100% of 640 x 480]

RGB color

Rendering - RenderPNG.png

Total Animation: Stop Cancel

Current Task: Rendering image... [00:01:05.7] [00:01:05.9 est]

Common Parameters

Rendering Progress:

Frame # 0 1 of 1 Total

Pass # 1/1

Last Frame Time: 0:01:21

Elapsed Time: 0:00:00

Time Remaining: ??:??:??

Render Settings:

Viewport: PhysCamera001 Width: 640

Start Time: 0 Height: 480

End Time: 0 Pixel Aspect Ratio: 1.00000

Nth Frame: 1 Image Aspect Ratio: 1.33333

Hidden Geometry: Hide Render to Fields: No

Render Atmosphere: Yes Force 2-Sided: No

Use Adv. Lighting: Yes Compute Adv. Lighting: No

Output Settings:

File Name: C:\Users\Chyi\Desktop\RenderPNG.png

Device Name:

File Output Gamma: 1.00 Nth Serial Numbering: No

Video Color Check: No Dither Paletted: Yes

Super Black: No Dither True Color: Yes

Scene Statistics:

Objects: 0 Lights: 0

Faces: 0 Shadow Mapped: 0

Memory Used: P:2294.2M Ray Traced: 0

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01 Save File ...

View to Render: Quad 4 - PhysCamera001

Render

Common V-Ray GI Settings Render Elements

Frame buffer

Global switches

Displacement Advanced

Force back face culling

Lights Hidden lights

Shadows Default lights Off... GI

Show GI only Probabilistic lights 16

Don't render final image

Reflection/refraction Maps

Override depth 2 Override mtl erial #2142146

Glossy effects Inclu... list Exclude...

Max transp. levels 50

Transp. cutoff 0.001

Max ray intens. 20.0 Secondary rays bias 0.0

Image sampler (Antialiasing)

Type Bucket Default

Render mask None <None>

Image filter

0 / 100

None Selected

Rendering Time 0:01:21

Grid = 10.0mm

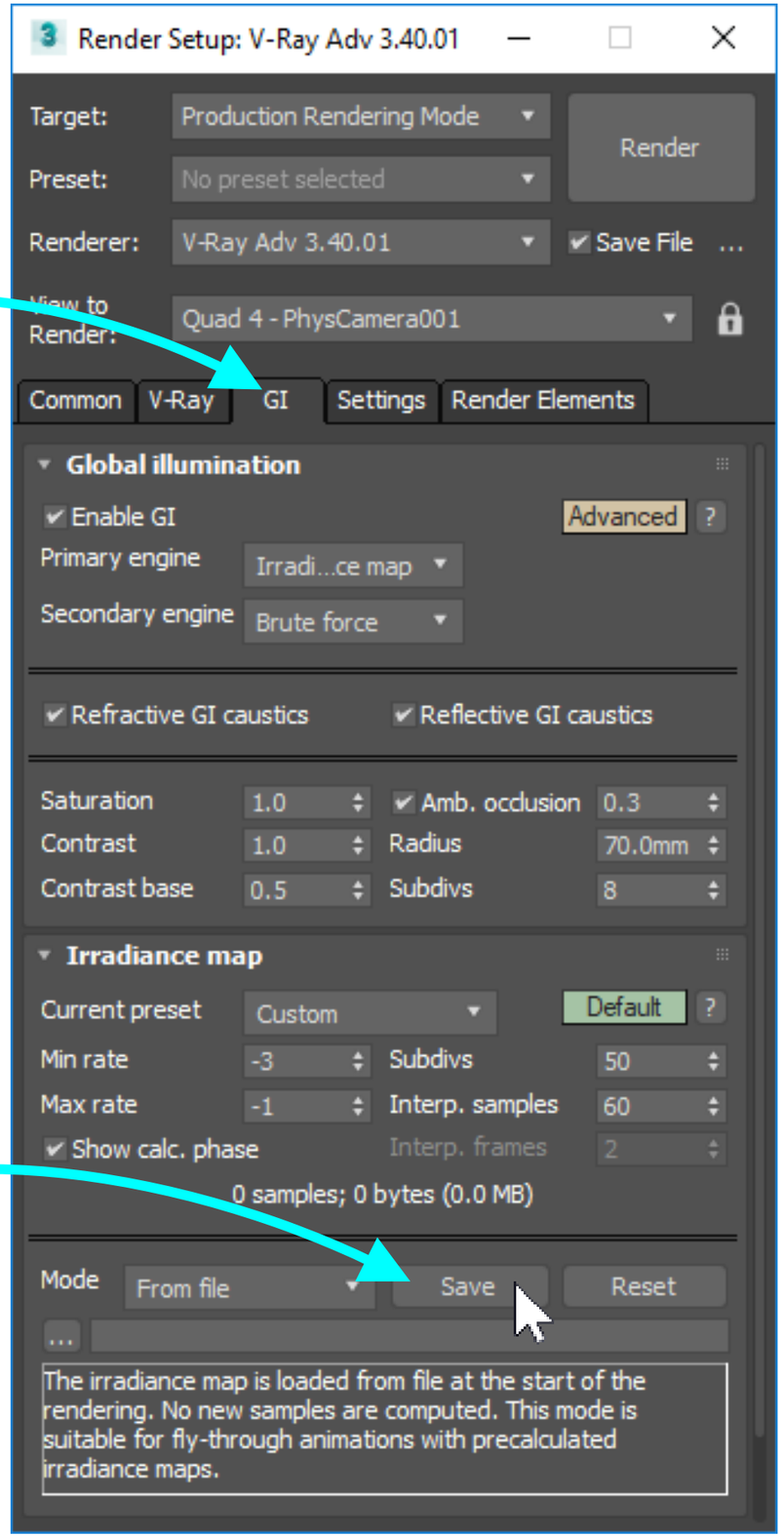
Add Time Tag

Auto Key Selected

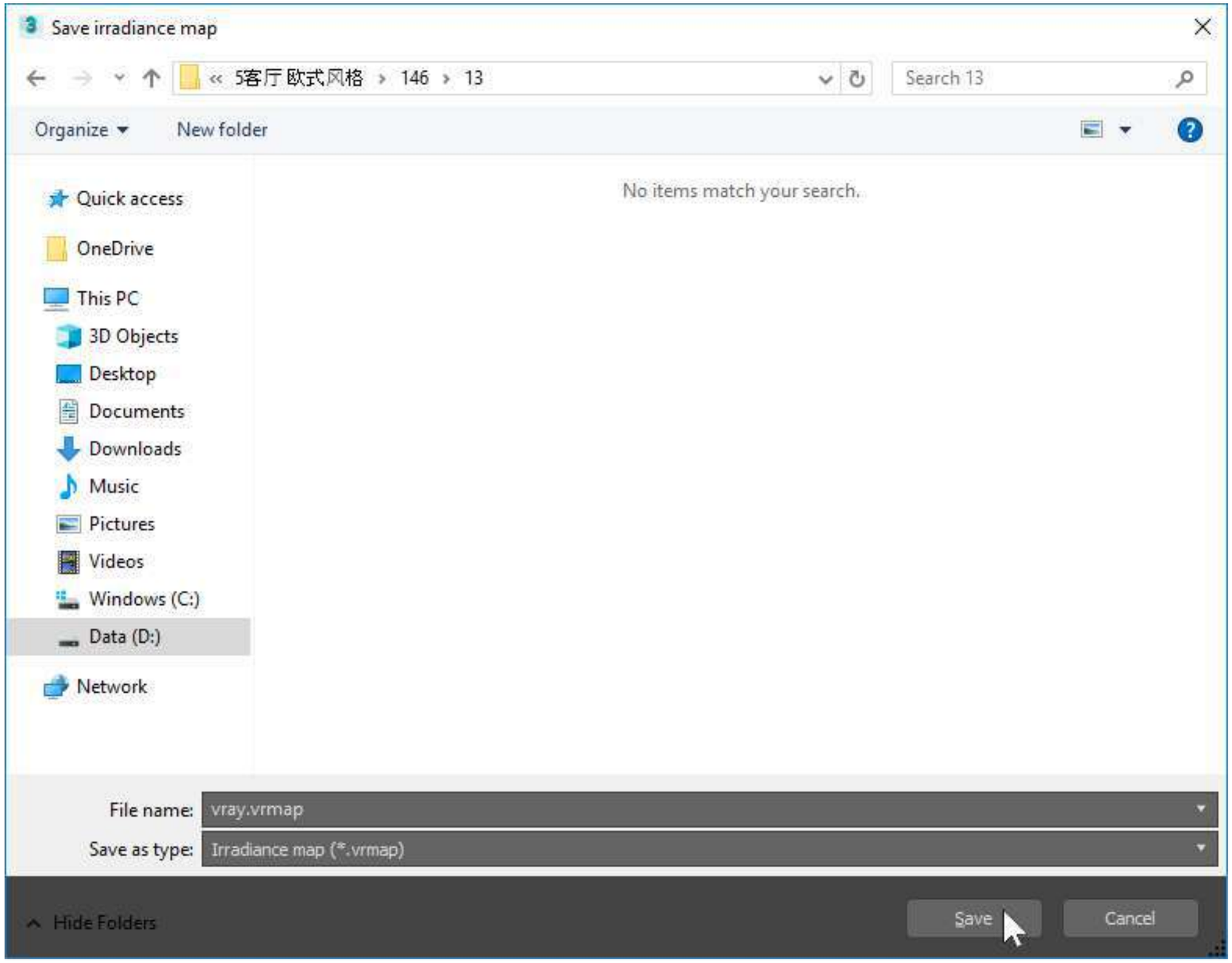
Set Key Key Filters...

Welcome to Mi

Render 完后，切换到 **GI** 部分

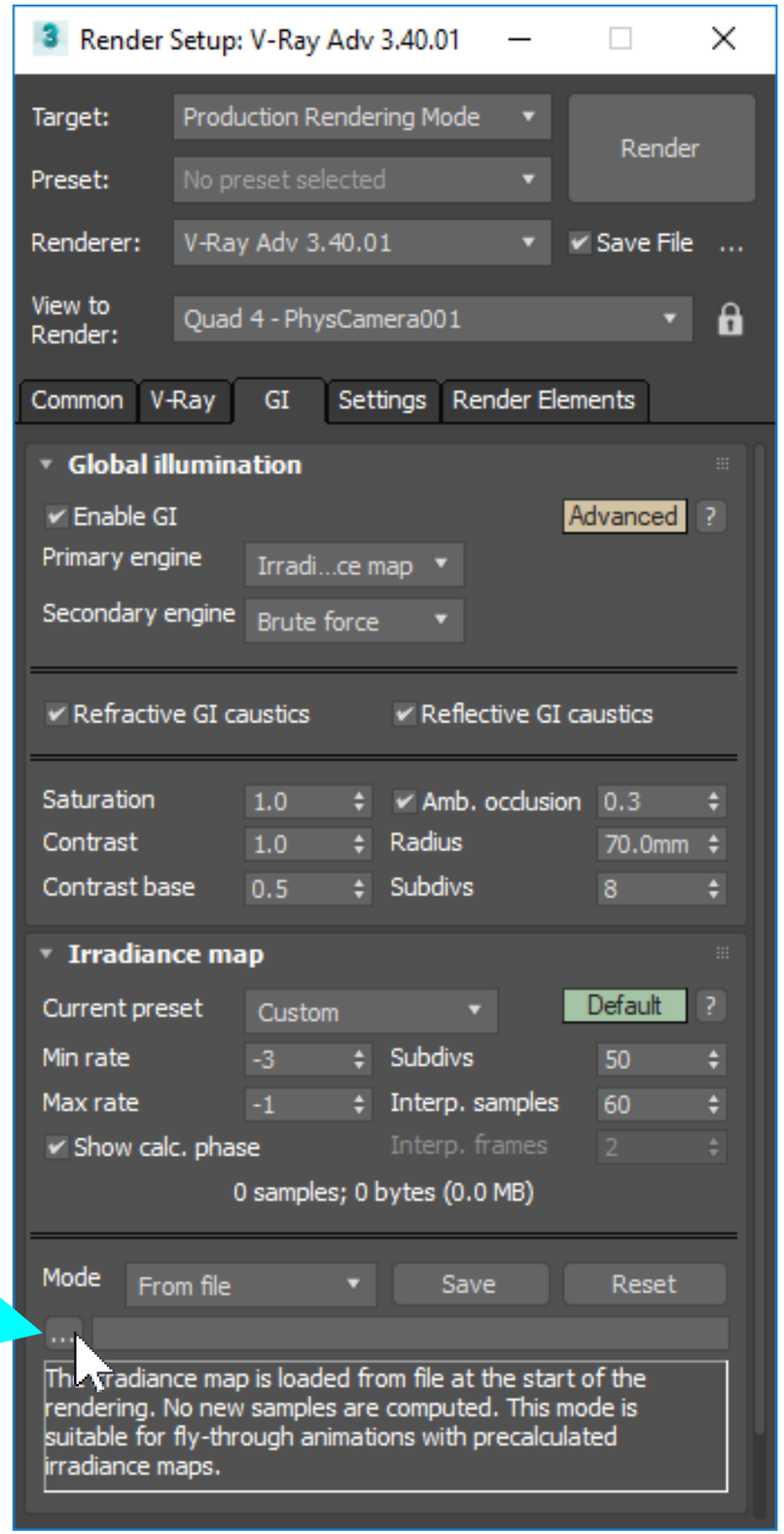


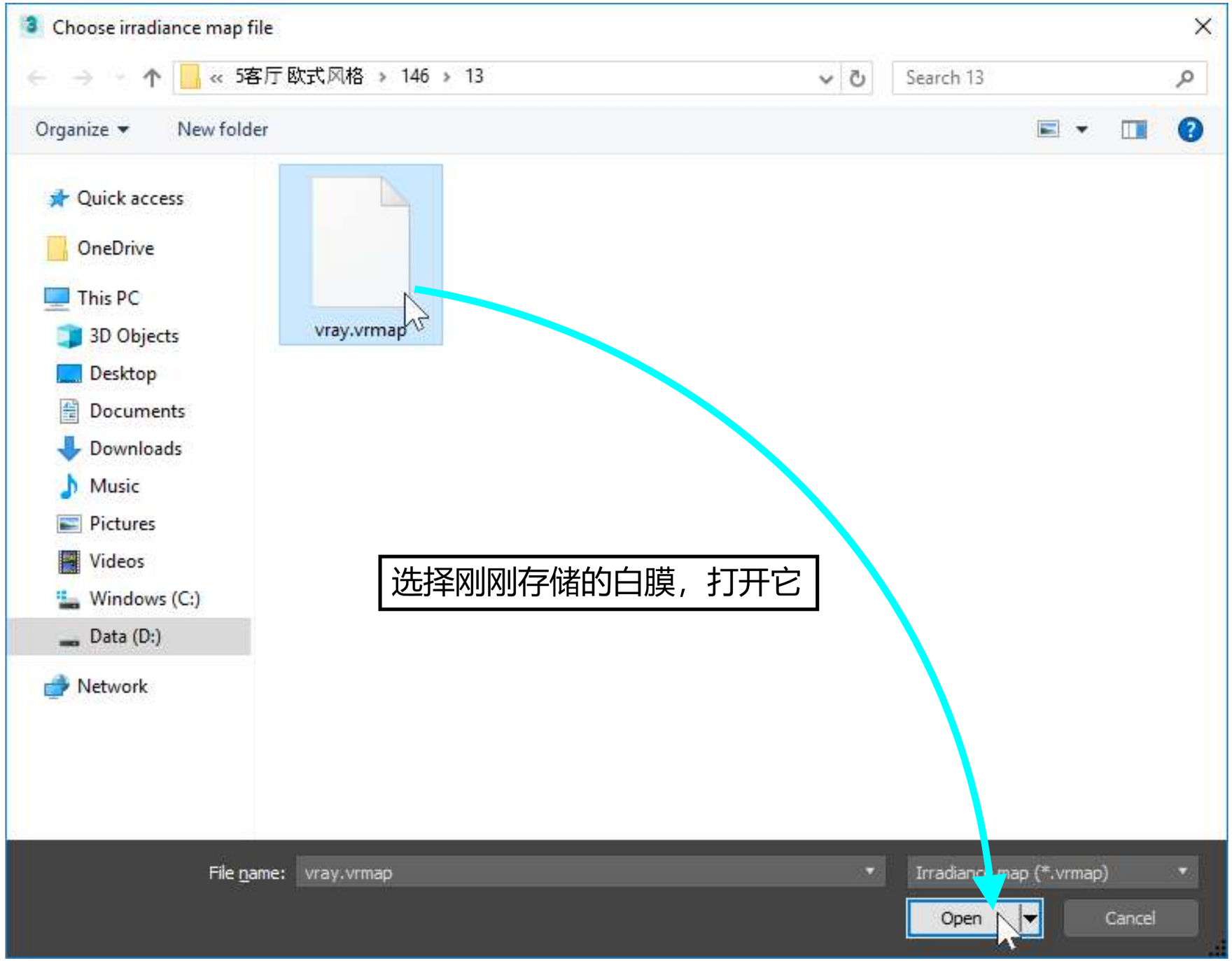
在 Irradiance map 下方，按下 Save

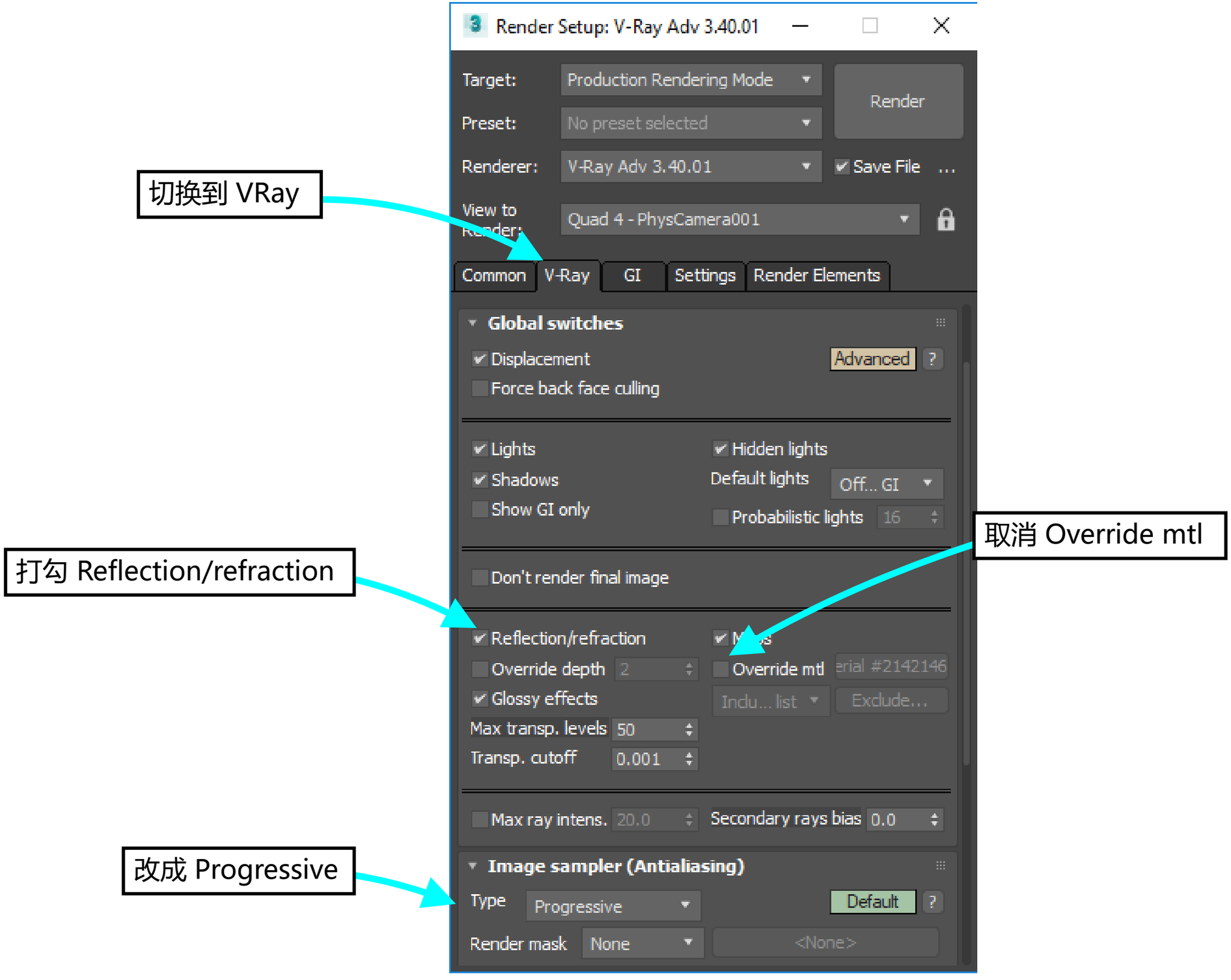

Save irradiance map
« 5客厅 欧式风格 › 146 › 13
Search 13
Organize
New folder
No items match your search.
Quick access
OneDrive
This PC
3D Objects
Desktop
Documents
Downloads
Music
Pictures
Videos
Windows (C:)
Data (D:)
Network
File name: vray.vrmap
Save as type: Irradiance map (*.vrmap)
Hide Folders
Save
Cancel

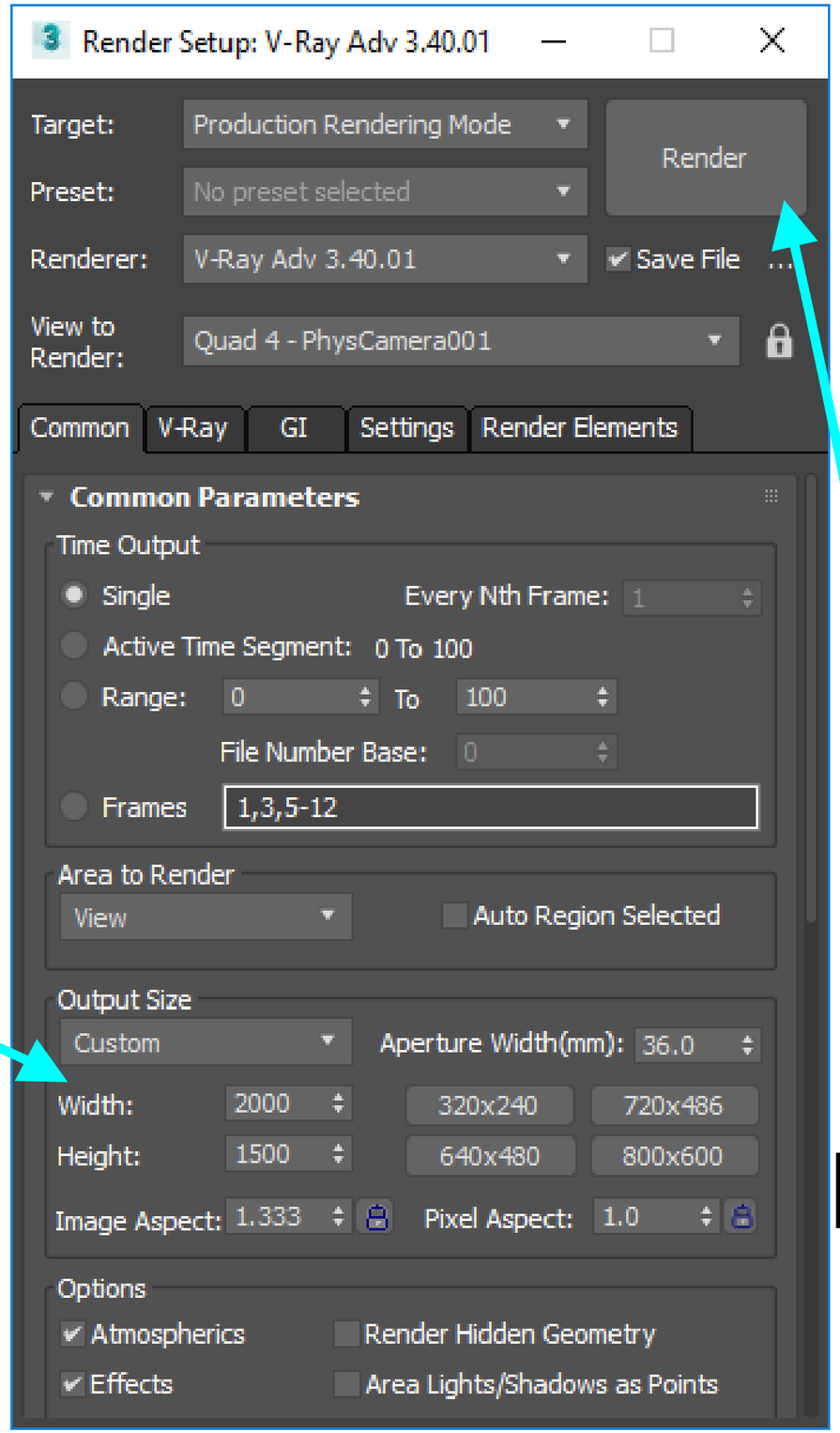
把白膜存储起来

之后，按下 “...”


Render Setup: V-Ray Adv 3.40.01
Target:
Production Rendering Mode
Render
Preset:
No preset selected
Renderer:
V-Ray Adv 3.40.01
Save File
View to Render:
Quad 4 - PhysCamera001
Common
V-Ray
GI
Settings
Render Elements
Global illumination
Enable GI
Advanced
Primary engine
Irradi...ce map
Secondary engine
Brute force
Refractive GI caustics
Reflective GI caustics
Saturation
1.0
Amb. occlusion
0.3
Contrast
1.0
Radius
70.0mm
Contrast base
0.5
Subdivs
8
Irradiance map
Current preset
Custom
Default
Min rate
-3
Subdivs
50
Max rate
-1
Interp. samples
60
Show calc. phase
Interp. frames
2
0 samples; 0 bytes (0.0 MB)
Mode
From file
Save
Reset
...
The irradiance map is loaded from file at the start of the rendering. No new samples are computed. This mode is suitable for fly-through animations with precalculated irradiance maps.


Choose irradiance map file
« 5客厅 欧式风格 › 146 › 13
Search 13
Organize
New folder
Quick access
OneDrive
This PC
3D Objects
Desktop
Documents
Downloads
Music
Pictures
Videos
Windows (C:)
Data (D:)
Network
vray.vrmap
选择刚刚存储的白膜，打开它
File name:
vray.vrmap
Irradiance map (*.vrmap)
Open
Cancel


切换到 VRay
打勾 Reflection/refraction
改成 Progressive
取消 Override mtl
Render Setup: V-Ray Adv 3.40.01
Target:
Production Rendering Mode
Render
Preset:
No preset selected
Renderer:
V-Ray Adv 3.40.01
Save File
View to Render:
Quad 4 - PhysCamera001
Common
V-Ray
GI
Settings
Render Elements
Global switches
Displacement
Advanced
Force back face culling
Lights
Hidden lights
Shadows
Default lights
Off... GI
Show GI only
Probabilistic lights
16
Don't render final image
Reflection/refraction
Override depth
2
Override mtl
Glossy effects
Max transp. levels
50
Transp. cutoff
0.001
Max ray intens.
20.0
Secondary rays bias
0.0
Image sampler (Antialiasing)
Type
Progressive
Default
Render mask
None
<None>



改成 2000x1500 画质

改好画质后，可以 render 了

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

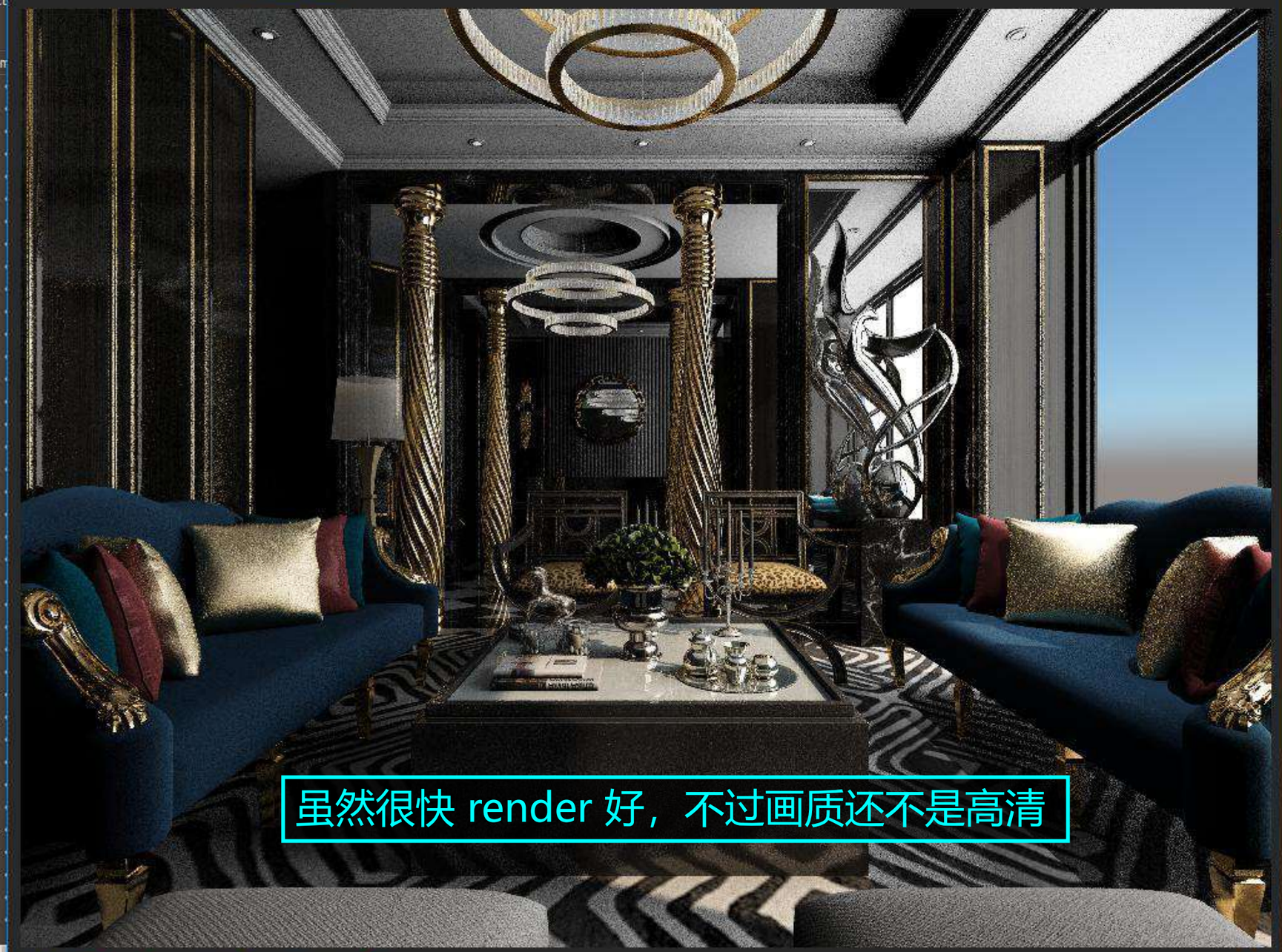
Lights View Create Selection Se

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

V-Ray frame buffer - [50% of 2000 x 1500]

RGB color



虽然很快 render 好，不过画质还不是高清

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Render

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01

Save File ...

View to Render: Quad 4 - PhysCamera001

Common V-Ray GI Settings Render Elements

Common Parameters

Time Output

Single Every Nth Frame: 1

Active Time Segment: 0 To 100

Rendering - RenderPNG.png

Total Animation: Stop Cancel

Current Task: Rendering image (pass 2) [00:00:58.7] [00:01:00.5 est]

Common Parameters

Rendering Progress:

Frame # 0 Last Frame Time: 0:01:07

1 of 1 Total Elapsed Time: 0:00:00

Pass # 1/1 Time Remaining: ??:??:??

Render Settings:

Viewport: PhysCamera001 Width: 2000

Start Time: 0 Height: 1500

End Time: 0 Pixel Aspect Ratio: 1.00000

Nth Frame: 1 Image Aspect Ratio: 1.33333

Hidden Geometry: Hide Render to Fields: No

Render Atmosphere: Yes Force 2-Sided: No

Use Adv. Lighting: Yes Compute Adv. Lighting: No

Output Settings:

File Name: C:\Users\Chyi\Desktop\RenderPNG.png

Device Name:

File Output Gamma: 1.00 Nth Serial Numbering: No

Video Color Check: No Dither Paletted: Yes

Super Black: No Dither True Color: Yes

Scene Statistics:

Objects: 0 Lights: 0

Faces: 0 Shadow Mapped: 0

Memory Used: P:3577.8M Ray Traced: 0

None Selected

Rendering Time 0:01:07

X: -6632.186r Y: -5965.165r Z: 0.0mm Grid = 10.0mm

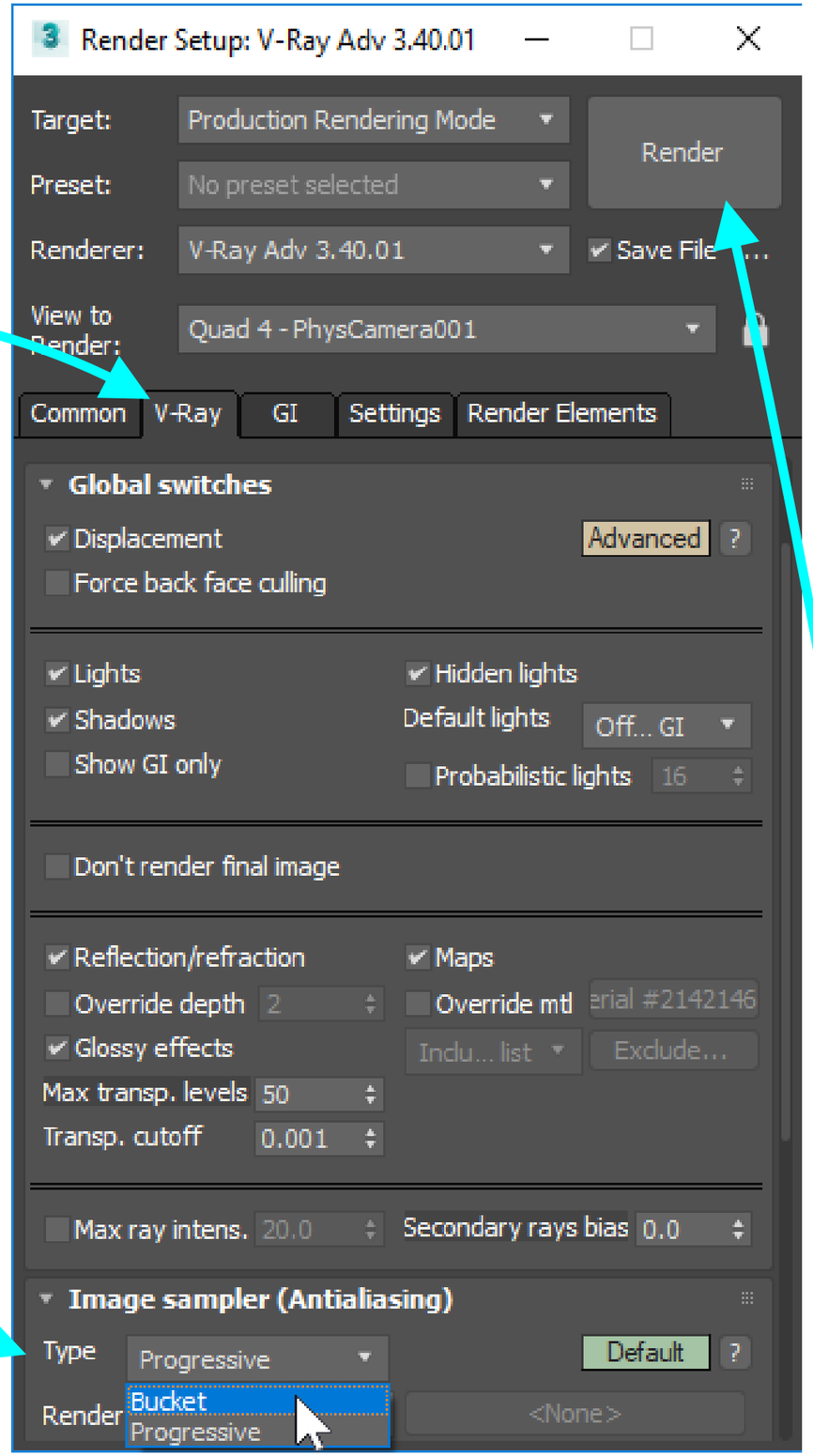
Add Time Tag

Auto Key Selected

Set Key Key Filters...

Welcome to M

切换到 VRay



把 Progressive 改成 Bucket

改好后，可以 render 了

Autodesk 3ds Max 2017 13.max

Workspace: Default

Type a keyword or phrase

Sign In

Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help

Lights View Create Selection Se

Modeling Freeform Selection Object Paint Populate

Polyg

V-Ray frame buffer - [50% of 2000 x 1500]

RGB color

Render Setup: V-Ray Adv 3.40.01

Target: Production Rendering Mode

Preset: No preset selected

Renderer: V-Ray Adv 3.40.01

Save File ...

View to Render: Quad 4 - PhysCamera001

Render

Common V-Ray GI Settings Render Elements

Global switches

Displacement

Advanced ?

Force back face culling

Rendering - RenderPNG.png

Total Animation:

Stop Cancel

Current Task: Rendering image... [00:21:53.0] [00:21:53.7 est]

Common Parameters

Rendering Progress:

Frame # 0 of 1 Total

Pass # 1/1

Last Frame Time: 0:01:09

Elapsed Time: 0:00:00

Time Remaining: ??:??:??

Render Settings:

Viewport: PhysCamera001

Start Time: 0

End Time: 0

Nth Frame: 1

Hidden Geometry: Hide

Render Atmosphere: Yes

Use Adv. Lighting: Yes

Width: 2000

Height: 1500

Pixel Aspect Ratio: 1.00000

Image Aspect Ratio: 1.33333

Render to Fields: No

Force 2-Sided: No

Compute Adv. Lighting: No

Output Settings:

File Name: C:\Users\Chyi\Desktop\RenderPNG.png

Device Name:

File Output Gamma: 1.00

Video Color Check: No

Super Black: No

Nth Serial Numbering: No

Dither Paletted: Yes

Dither True Color: Yes

Scene Statistics:

Objects: 0

Faces: 0

Memory Used: P:2436.4M

Lights: 0

Shadow Mapped: 0

Ray Traced: 0

0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Rendering Time 0:01:09

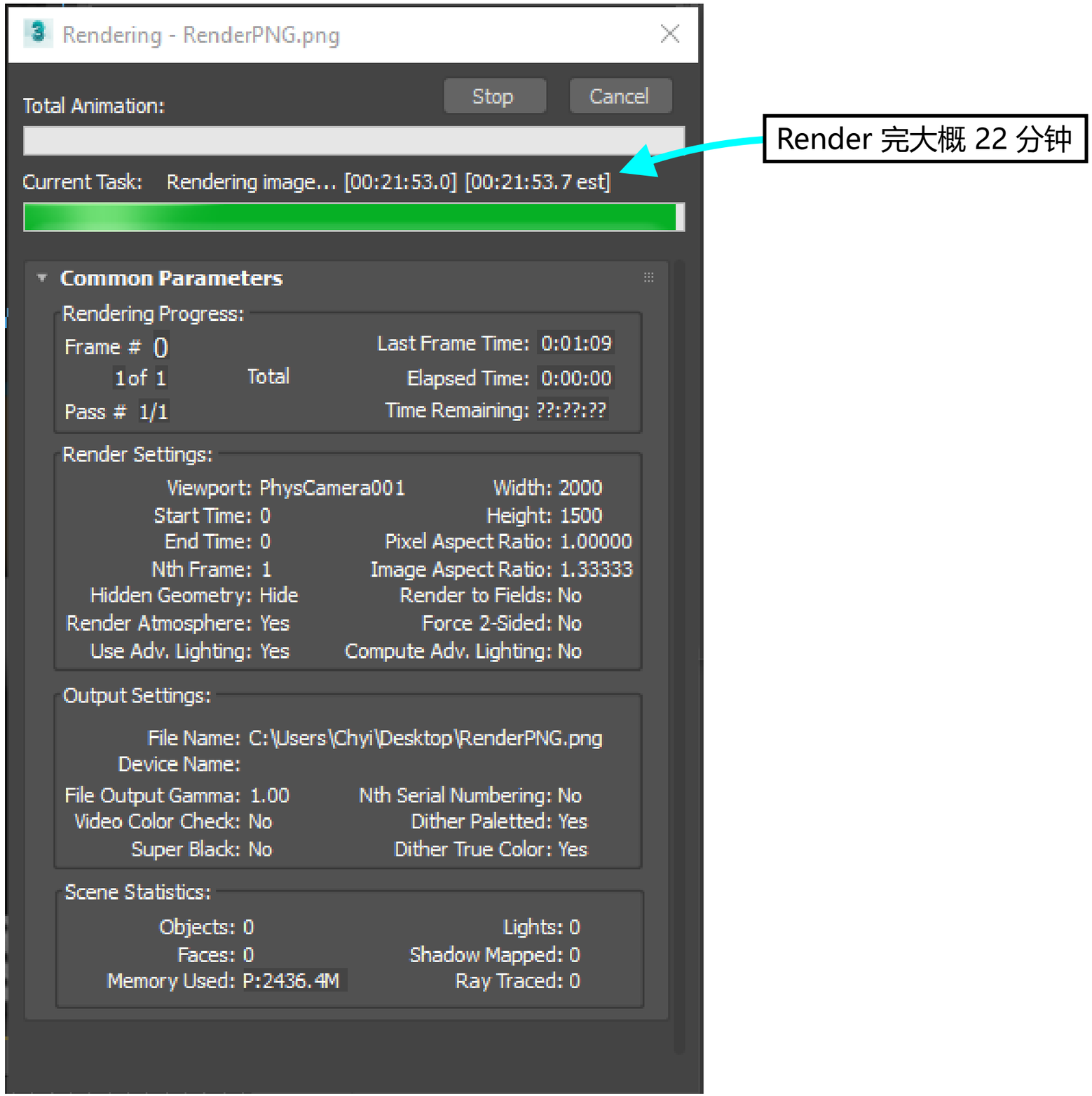
X: -7251.821r Y: -5954.345r Z: 0.0mm Grid = 10.0mm

Add Time Tag

Auto Key Selected

Set Key Key Filters...

Welcome to M



Render 完大概 22 分钟

完